

KONTRABAND

MORE SALVAGE AND SURVIVAL



Patrick Todoroff

KINTRABAND

more salvage and survival

PATRICK TODOROFF

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PLEASE NOTE: This is a supplement for
ZONA ALFA- Salvage and Survival in the Exclusion Zone
from Osprey Wargames.
You need that book to play this game.

Zona Alfa is available at Osprey Publishing, Amazon, and
WarGameVault in electronic and print format.

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KONTRABAND

more salvage and survival

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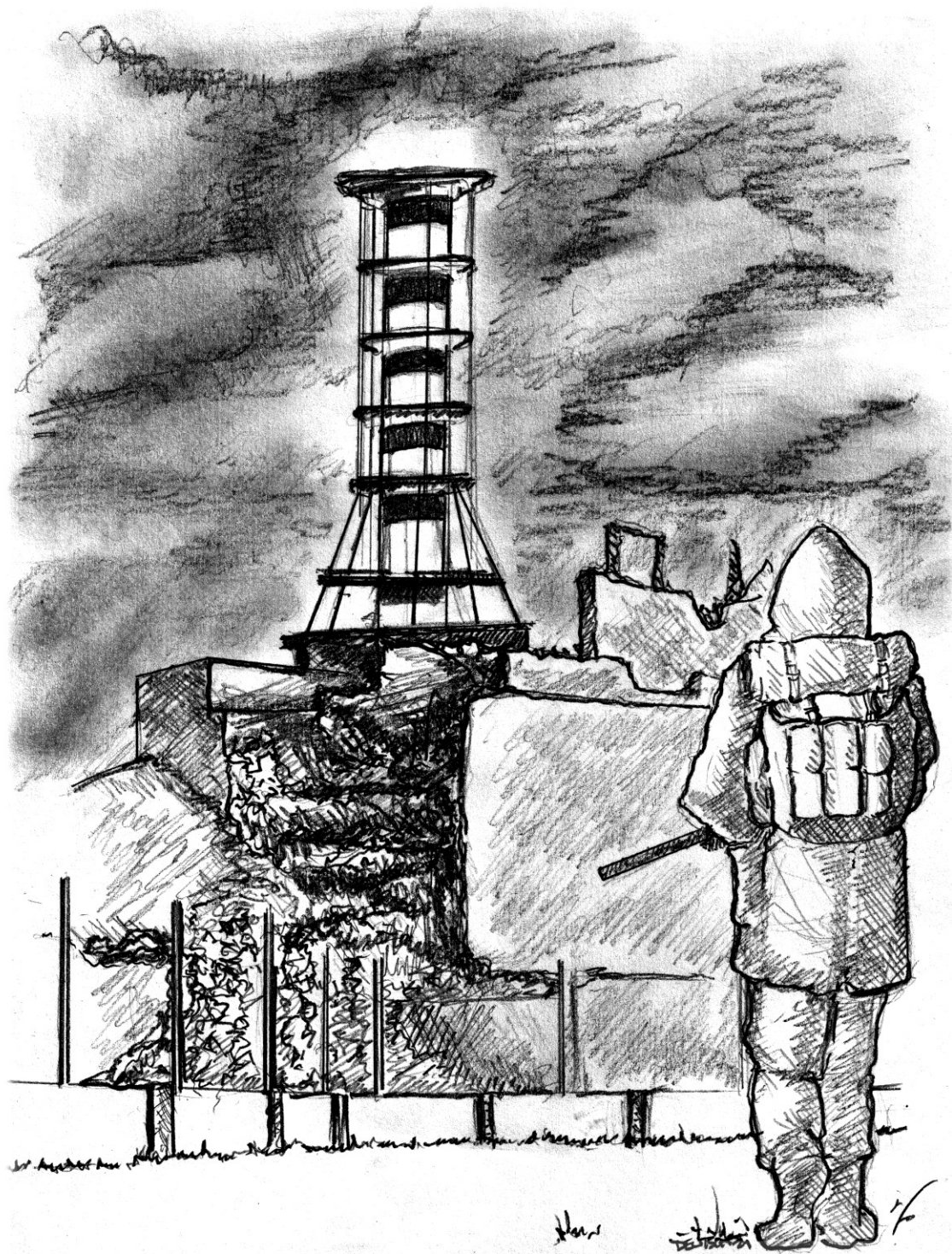
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1. OVERVIEW

1.1 WHAT IS KONTRABAND?

Kontraband is a set of supplementary rules for Osprey Wargames *Zona Alfa*, *Salvage and Survival in the Exclusion Zone*. It's an expansion that builds on the core game then modifies it in three distinct ways:

- A. **KONTRABAND** shifts the game from the traditional player-versus-player competition to a Solo and Cooperative effort where players work together against the table environment and game-run enemies.
- B. **KONTRABAND** narrows the game's setting from an open region with varying degrees of danger to exclusively high-threat locations deep in the Zone.
- C. **KONTRABAND** introduces new levels of detail to the player characters, equipment, and mission areas, and because of this, some of the original core rules have been altered to fit the new challenges and game components.

1.2 WHAT DO I NEED TO PLAY KONTRABAND?

KONTRABAND is not a stand-alone game and so first and foremost, you need a copy of the *Zona Alfa* rule book.

Next, you need the standard fare for a table top war game: miniatures and terrain in your preferred scale, dice (D10 and D6), a ruler/measuring tape in inches, blast and teardrop templates, a few tokens to mark a model's in-game status, and printed character sheets for your models.

Additionally, you will need

- Scenic items, tokens or chits to mark the important *Points of Interest* locations on the tabletop, as well as ones for the strange and dangerous micro-rifts in reality known as *Anomalies*. These are two separate types of

locations, so whatever you use to mark them, they should be distinct and easily identifiable to all players.

- A full set of *Point of Interest* cards. These can be found at the back of this book. They should be printed and cut out to make an *Incident Deck* for each mission.
- A *Zone Weather Chart* should you decide to track any odd and sudden changes in the mission area's atmosphere. A sample one can be found at the back of this book.

1.3 KONTRABAND RULES: MODIFICATIONS AND ADDITIONS

KONTRABAND retains the mechanics of the core *Zona Alfa* game: D10 dice, the model stat line, the weapon stat line, mission area Threats, Zone Hostiles, etc. Combat is still a major factor but with a new emphasis on exploration, artifact recovery, and solo and co-op play, **KONTRABAND** introduces a number of modifications and additions to accommodate more detailed and dangerous game play. Section Five highlights the additional rules and tweaks. These modifications apply to three main elements:

Characters, Setting, and Equipment.

- **Characters**. With a focus on a single squad of individuals working together on a mission rather than competing crews fighting over salvage, **KONTRABAND** players can now choose to venture into the Zone either as **Stalkers** or **Scientists**. Generally speaking, Stalkers are stronger at tactical skills while Scientists excel at technical ones. Details about each character class and a list of new Skills can be found further in.
- **Setting**. All **KONTRABAND** games take place deep in the mysterious and unstable Exclusion Zone, a quarantined region filled with mutated creatures and extreme hazards. Because of the danger, players take the role of Veteran level characters

embarking on an **Expedition** to acquire **Artifacts**: the exotic items found at the heart of physics-bending micro-rifts known as Anomalies. The duration of each expedition is at the player's discretion, but the recommended length is five linked missions.

- **Equipment**. **KONTRABAND** not only changes some details on existing pieces of equipment, it introduces several new ones. It also adds a new category of gear, *Weapon Accessories*, which are separate from items that fill Equipment Slots. Details on Weapon Accessories can be found further in.

Now fill your canteen and load up on ammo.
It's time for a trip to the deep Zone.





Did I ever tell you about the time...?

So you're lingering near the Cordon, playing the big kid in the shallows and impressing newbies with tales of your Zone trips or that time you ran into a pack of mutants.

Big deal.

Sure, you've been around long enough to learn a thing or two. Yes, you've held your own against bandits and beasts. You even snagged a couple artifacts and haggled your way into some decent gear at the Stalls.

**slow clap* Good for you, comrade.*

But your 'Grizzled Vet' act is wearing thin. You can't keep spinning the same yarns over and over. Do you really want to be one of those sad old bastards at the bar angling for free drinks for the same handful of stories, stories stretched so thin with retelling they're nothing but a frayed and threadbare patchwork of bullshit?

No.

Lucky for you, the Institute reached out three days ago. You got a job offer.

Seems the eggheads have a series of expeditions coming up and are in need of warm bodies who know their way around the Zone. The money is good. Great, even. And it's a long-term contract - so long as you stay alive. What do you say? The Deep Zone is calling. You going to answer?

Me? I think it's time to put up or shut up.



2. CHARACTERS

2.1 STALKER OR SCIENTIST?

KONTRABAND is a narrative-driven war game that emphasizes character skills, special equipment, and other light RPG elements. Players build their character according to the default rules in the **ZONA ALFA** book and enter the Zone at Veteran level. (Three Actions, two Skills, and three Equipment Slots)

In that light, **KONTRABAND** introduces a new option of playing either as a tactically proficient **Stalker** or a technically skilled **Scientist**, with three distinct sub-classes of those main character types. Each of these character classes has unique strengths and weaknesses, and access to specific sets of weapons, armor, and equipment.

FOUR-PERSON TEAM

While you may deploy any type of character you want, it's recommended each Expedition is restricted to a four-person team*. This means players will need to carefully evaluate the mission's terrain, its hazards and objectives, and select team members with complementary skills and abilities.

STALKERS

Competent, rugged individuals hardened to the Zone's rigors and terrors. Not the best with delicate equipment, these men and women do know their way around a gun, a GLONASS navigator, and grenades. There are three types of Stalker in **KONTRABAND**: **Guide**, **Smuggler**, and **Bounty Hunter**.

**something to do with Insurance policy restrictions, Investor relations, and a general aversion to mass casualty events.*

1. **GUIDE**

Guides can navigate the Zone's strange and deadly landscape, and get travelers in and out in one piece. Most of the time.

Guides suffer no movement penalties on difficult terrain and add 2 to their Will stat when dealing with a Zone Environmental Hazard.

2. **SMUGGLER**

Smugglers make their living sneaking commodities in and out of the Zone. Because of that, they tend to be keen-eyed and light-fingered, combing over salvage locations with care. They usually find something extra special for their trouble.

Smugglers carry one additional piece of General Equipment for free and can re-roll their Search result when rolling on the **KONTRABAND** Salvage Table. (choose either result.)

3. **BOUNTY HUNTER**

Bounty Hunters are experts at tracking eliminating vermin. Beast, mutant, human... it makes no difference. If it bleeds, it can be killed.

Bounty Hunters add 2 to their Will stat when dealing with Zone Hostiles, and 1 to the Damage rating of any weapon they use.

All **STALKERS** select Skills from either the Tactical or Common lists, have Three Equipment Slots for Military or General Items, and can pick any Weapon or Armor, along with Three Weapon Accessories.

Thematically, Stalkers excel at combat but are less competent when it comes to scientific or technical challenges. Consequently, they have a -3 penalty to their Will Stat when operating Scientific Equipment.

SAMPLE STALKER STAT SHEET

CHARACTER NAME: Alexi 'Ocelot' Grishak **EXPERIENCE:** Veteran = 3 Actions/Activation

WOUNDS: 3

CHARACTER CLASS: Stalker/Guide

CHARACTER CLASS BENEFIT: Guides suffer no movement penalties on difficult terrain and add 2 to their Will stat when dealing with a Zone Environmental Hazard. **DRAWBACK:** Stalkers suffer a -3 penalty to Skill Checks with Scientific Equipment.

MODEL STATS

MOVEMENT	COMBAT ABILITY	ARMOR	WILL
6"/Action	6	Mil-Body Armor (6)	7

WEAPON STATS

WEAPON TYPE	RANGE	FIREPOWER	DAMAGE
MP443 GRACH Pistol	M-12"	1	0
AK74 Assault Rifle	1"-36"	3	1
F1 Hand Grenade	1"-18"	1	2/Model. SBT

Military Body Armor: Armor 6. Model counts as Obscured Target from Ranged Attacks when in Cover.

Hand Grenade: (2) SBT (Small Blast Template)

Weapon Accessories: Red Dot Sight (AK74) +1 to Ranged Attack Combat Ability Rolls at half range or less. Hot Load Ammo (AK74) +1 Damage for one mission. Red Dot (Pistol) +1 Ranged CA at ½ range.

SKILLS

Leader: (Common) There's one in every crowd and only room for one in a crew. Leaders grant a +1 bonus to all Will/Rally rolls for allied units within Line of Sight of the Leader figure. Leaders also have a special 'Order' Action that allows them to 'transfer' their Actions to other members of their Crew. The recipient must be within 12" and in Line of Sight of the Leader figure, and must immediately perform the Ordered Action. Any effects of this transferred Action/s must be taken and resolved before the Leader can perform any more Actions.

Unload: (Military) When this model spends two consecutive actions on a Ranged Attack with an appropriate weapon against a single target, it adds two bonus dice to the combined Firepower roll. Unload represents emptying the weapon's magazine. After using the **Unload** Ability, the model must spend 1 action to 'reload' the weapon before it can be fired normally.

EQUIPMENT

SLOT 1: **NODs/Night Optics.** Negates Low Light/Night LOS and range penalties.

SLOT 2: **Rad-Kit:** Negates effects of Radiation for one encounter, or restores any Stamina +1 lost to radiation.

SLOT 3: **Med-Kit:** (1) Can be administered by ally or self. Removes 1 Wound and restores 1 Action to player character.

SCIENTISTS

These are the ones who listened to their parents and stayed in school. Certainly not as physical or aggressive as Stalkers, Scientists nevertheless possess sharp minds, an encyclopedic knowledge of Anomalous Flora and Fauna, and valuable technical skills. There are three types of Scientist: **Field Agent**, **Technician**, and **Researcher**.

1. FIELD AGENT

This is the guy - or gal - who actually got out of the lab on sunny days, the one who got their hands dirty collecting samples or dissecting specimens. Certainly not a Stalker but no slouch either. Field Agents can arm themselves with a Shotgun or Flame Thrower in addition to the standard Pistols/SMGs. (see below) Also, they add 1 to their Will stat when engaging a *Point of Interest* location.

2. TECHNICIAN

Technicians were the smart kids in trade school, the engineering types. Always tinkering and taking things apart to see how they worked, they could put them back together so they worked better too. Usually. Technicians add 1 to their Will stat when dealing with any Repair or Mechanical Skill Check and get one re-roll for any Failures - even Critical ones - for the same. (Player must abide by the re-roll result)

3. RESEARCHER

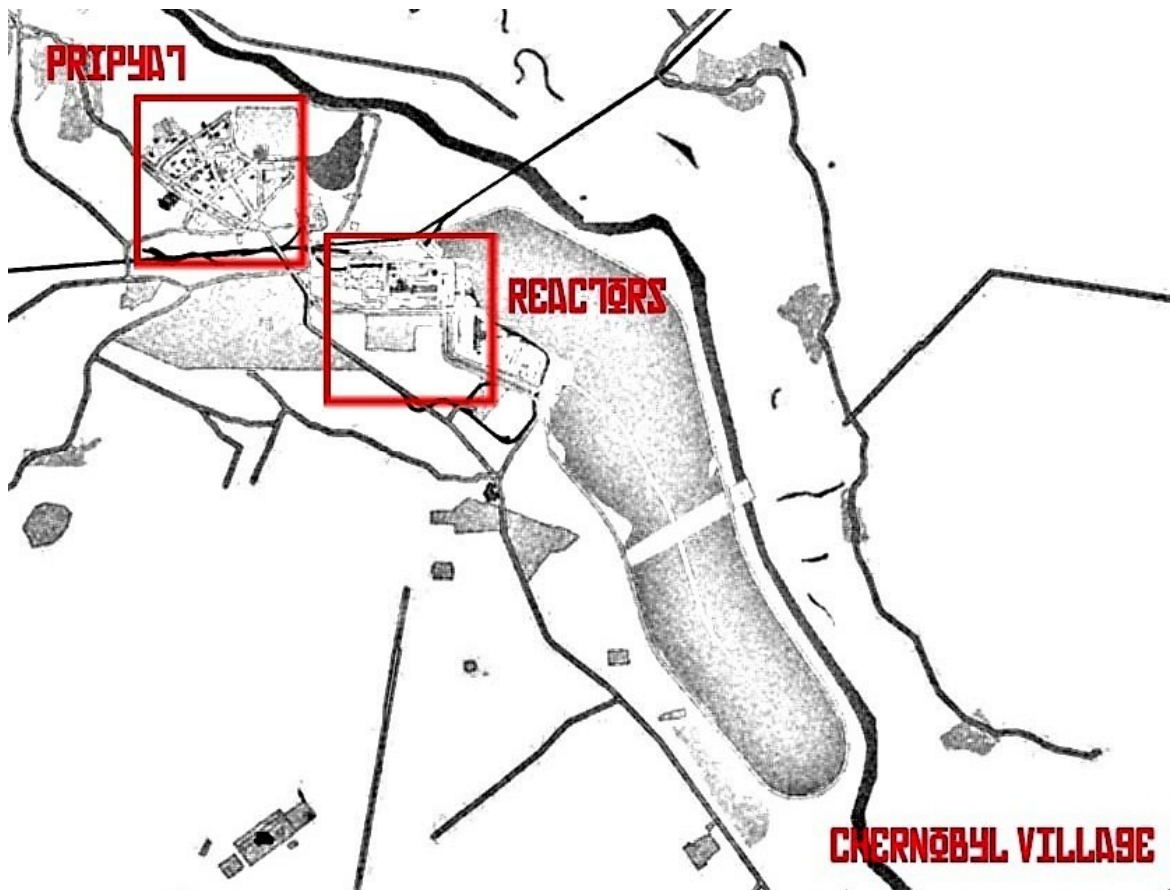
Bookish and long-winded with a touch of halitosis, Researchers foster an almost unhealthy passion for Anomalies and Artifacts. They add 1 to their Will Stat when dealing with Anomalies and can add 1 to their Search result when rolling on the Artifact Table.

All **SCIENTISTS** select Skills from either the Technical or Common List and have Three Equipment Slots for Scientific or General Items. They also

receive their choice of one Free Med-Kit, one Rad-Kit, or one Adrenaline to start, and a +1 Bonus to their Will stat when handling Scientific Equipment.

Thematically, they are limited to small caliber Pistols and SMGs, (except for the Field Agent) and Civilian Armor. With more hours clocked in the laboratory than at the shooting range, they can only have one Weapon Accessory and are capped at a Combat Ability of 5.

What Scientists lack in martial skills they make up for with a keen mind for technical problems and the highly unusual Zone phenomena.



SAMPLE SCIENTIST STAT SHEET

CHARACTER NAME: Pavel Yurchenko **EXPERIENCE:** Veteran = 3 Actions/Activation **WOUNDS:** 3
CHARACTER CLASS: Scientist/Researcher

MODEL STATS

MOVEMENT	COMBAT ABILITY	ARMOR	WILL
6"/Action	5	Haz Mat Suit (Armor 3*)	6

CHARACTER CLASS BENEFIT: Researchers add 1 to their Will Stat when dealing with Anomalies and can add 1 to their Search result when rolling on the Artifact Table. **DRAWBACK:** Scientists have a Cap of 5 on their Combat Ability, limited weapon selection, and only wear civilian armor.

WEAPON STATS

WEAPON TYPE	RANGE	FIREPOWER	DAMAGE
Survival Knife	Melee	1	0
MP443 GRACH Pistol	M-12"	1	0
F3 Smoke Grenade	1"-18"	1	0 /LBT

Haz-Mat Suit: Armor 3. Hi-Vis suit with sealed headgear and air supply. Ignore gas, radiation, and smoke.

Hand Grenade: (2) 0 Damage. Large Blast Template. Models in smoke must pass Will or receive Pin.

Weapon Accessories: Red Dot Sight (Pistol) +1 to CA for Ranged Attack at ½ weapon range or less.

SKILLS

Scrounger: (Common) Some people have a knack for finding stuff. Scroungers can Search a Point of Interest location or Anomaly twice. Each Search requires a separate Action, but this doubles the chance at valuable loot.

Zone-Taku: (Technical) Obsessed with unusual Flora and Fauna, what this scientist lacks in social skills is made up by an exhaustive knowledge of Zone phenomena. This skill allows a player to Inspect a Point of Interest Location and determine the nature of the threat. The player must spend Two Actions/make two Skill Checks at Difficulty 0 within 3" of the POI Location. If successful, the top card of the Search Deck is revealed without triggering its effect. These Inspections/Skill Checks do not have to be consecutive and can be banked, but they must be performed by the same player character.

EQUIPMENT

SLOT 1: **Detector:** + 2 bonus to Skill Check when dealing with Anomalies (Reaction, Terror, or Avoiding effects.)

SLOT 2: **Extractor:** Adds 1 to Skill Check Roll when searching/grabbing Artifacts or Hazard Samples.

SLOT 3: **Med-Kit:** (1) Can be administered by ally or self. Removes 1 Wound and restores 1 Action to player character.

2.2 KONTRABAND SKILLS

The **KONTRABAND** character options - Stalker or Scientist - give players two very different ways to explore and engage with the Zone. Two paths, if you will.

If your idea of 'problem solving' involves emptying a magazine of 7.62 x 39mm, then create a Stalker character and trick out your AK. If you're more cerebral and methodical, clip a Detector onto your Haz-Mat suit and join the expedition as a Scientist. Your Zone, your call.

The three sub-classes of each main category offer another layer to character distinctions. Various gear and weapon choices take this yet another step.

Skills are the final variable to create a unique, thematic character. In **KONTRABAND**, character Skills fall into one of three categories: **Tactical**, **Technical**, and **Common**. There are four of each type, ten adapted from the core **ZONA ALFA** game and two new ones.

When creating your crew for an expedition, remember Stalkers can only select Skills from the **Tactical** and **Common** lists. Scientists can pick from the **Technical** and **Common**.

Look over the Skill list and discuss character builds with your group. Consider the game's main objective is to gather artifacts, but remember the only supplies your team will have is what they start with, and whatever they salvage over the course of the expedition. So make sure your teammates' skills complement one another and provide everyone with a decent chance to survive and thrive while they're strolling through the Deep Zone.

KONTRABAND SKILL LIST

<u>TACTICAL</u>	<u>COMMON</u>	<u>TECHNICAL</u>
FUSE CUTTER A Fuse Cutter can carry up to three Hand Grenades, Molotov Cocktails, or Satchel Charges, instead of the standard two. They also receive a +2 to all Explosives-related Skill Checks such as de-fusing an IED or booby-trapped door.	HARD Walking a fine line between bravery and stupidity, this character ignores their first Pinned result. Also, they receive a +1 bonus to their Will Stat when rolling for Deflected Hits or the effect of Terror.	BONE DOC Attended Med-School or had medical training, a Bone Doc can double up on Med-Kits in their Equipment Slots. (carry two per slot.) Also, a Bone Doc applied Med-Kit can heal two Wounds rather than just one.
KNIFE MAN Knife men function best up close and personal. They receive a +1 to all Melee Combat rolls If appropriately armed, they may fire/use two Melee-rated weapons in close combat at the same target for one Action.	HUSTLE Quick on their feet, whenever this model spends two consecutive Actions to Move, they receive an extra 2" to the total. (14" move with two back-to-back Move Actions rather than the standard 12")	METEOROLOGIST Zone Weather and Zone Events are their own specialized areas of study. Whenever the Zone Weather changes, a meteorologist may re-roll on the Weather Table and select their preferred result. Whenever a Zone Event occurs, every crew member is allowed one Free Action at the start of the Event turn before the Event.
STEADY HANDS Their grandfather took them hunting or they received some special Military training. Either way, these shooters get a +1 to all Ranged Attack rolls. Stacks with the Aim bonus modifiers and any appropriate Weapon Accessories.	LEADER <u>Max of one per Team.</u> Leaders grant a +1 bonus to all Will/Rally rolls for allied units in Line of Sight to the Leader figure. Leaders also have a special 'Order' Action that allows them to 'transfer' or give their Actions to other members of their squad. The recipient must be within 12" and in Line of Sight of the Leader figure, and must immediately perform the Ordered Action. Effects of this transferred Action/s must be taken and resolved before the Leader performs any further Actions.	WRENCH Always tinkering with the camp stove, his radio, or filter fitting for his gas mask, this stalker is handy with anything mechanical. A Wrench gets a +2 to all Mechanical and Repair Related Skill checks. Stacks with bonuses derived Equipment such as Multi-Tool and Tool Kit.
UNLOAD Spend two consecutive Actions on a Ranged Attack against a single target, you may add two bonus dice to the combined Firepower roll. After using this ability, the model must spend 1 Action to 'reload' their weapon. Unload only applies to appropriate ranged combat weapons, (i.e. Assault Rifle.) A Flamethrower, RPG, Grenade Launcher, or Sniper Rifle cannot use Unload.	SCROUNGER Some people have a knack for finding stuff. Scroungers can Search a Point of Interest location or Anomaly <u>twice</u>. Each Search is a separate Action, but this doubles the chance at valuable loot.	ZONE-TAKU Obsessed with unusual Flora and Fauna, what this scientist lacks in social skills is made up by an exhaustive knowledge of Zone phenomena. This skill allows a player to Inspect a Point of Interest Location and determine the nature of the threat. The player must spend Two Actions/make two Skill Checks, Difficulty 0, 3" from the POI Location. If successful, the top card of the Search Deck is revealed without triggering its effect. These Inspections/Skill Checks do not have to be consecutive and can be banked, but they must be performed by the same player character.

SUMMARY

- You need the **ZONA ALFA** rulebook to play this game. Check out the Osprey Wargames website or ask your FLGS to order you a copy.
- All characters start at **Veteran** level. (see the **ZONA ALFA** rulebook for details)
- Expeditions are limited to 4-person teams. (scenario-specific NPCs do not count toward this total.)
- Choose to explore the Exclusion Zone either as a **Stalker** or a **Scientist**. Each has specific strengths and weaknesses.
- After picking a primary character path, select one of the three sub-classes in the appropriate vocation.
- Stalkers select Skills from the **Tactical** and **Common** lists.
- Scientists choose Skills from the **Technical** and **Common** lists.
- When equipping and arming your team members, use the **ZONA ALFA** rule book as a starting point, but make sure to check out the new gear and weapons in this book before finalizing their load outs.
- **KONTRABAND** is a **solo/cooperative game** where players work together against the table and the game mechanics. Faction affiliation and rivalries outlined in the **ZONA ALFA** book do not apply. You're all on the same side for this one.



The last time.

The last time I saw Finch, she was standing over Arkady's body, unloading her AK at the biggest mutant I'd ever seen. Screaming in its ugly fanged face as it charged her on a little hump of mud and reeds. She was fearless, our little Finch. Saint Strelak, I'll never forget that sight.

It was a toad the size of a rhinoceros, swear to God. A giant, ugly, mutant toad as pale as a corpse, stinking like hell's bowels, with bayonet claws and a gullet big as a garage door. May the devil drag it to Hell.

We were nearly at the island when it burst out of the water. It gutted Arkady and Oso in one swipe, then chomped old Grishka in half. Happened so fast, they were all dead before the rest of us realized it.

Me? My SPAS jammed first shot, so what could I do? It was on top of us. No time to clear it. No place to hide.

So I shit myself and ran. That's what I did.

I kept running too, splashing and stumbling through the grass and bugs and filth until I collapsed at the edge of the swamp just as the sun was setting. Lost everything that day. All my gear. Left it in that swamp.

Now here's me, Raven Gorov - one of the best stalkers around - I go from top of the heap to the basement over night. Real riches to rags story, eh? All because of that cursed swamp.

Now you show up, trying to get me to go back.

You tell me the Institute is paying. That they gave you a satellite map, that the island is riddled with Anomalies chock full of artifacts. A cache of special science equipment too. All very valuable, a big payday. All on that island.

So maybe... maybe one last time then.

Not for the money, mind you. But for them. For Arkady and Oso. Grishka and Mikhail. For Finch. You understand, yes?

One last time.

Perhaps this time I'll bring an RPG for my toad friend. See if I can't send a love note to little Finch on a rocket down its throat.



3. SETTING

Deep Zone Runs mean Deep Zone dangers: Witches Brew, Cobwebs, Spitters. Dog packs, mutants, rogue military units. Radiation, toxic gas, extreme weather fluctuations... We're not even talking about Anomalies yet.

Set in the Exclusion Zone described in **Zona Alfa** - or the strange quarantined region of your choice - **KONTRABAND** introduces four new elements to the mission areas:

- **Point of Interest Locations** with corresponding **Incident Cards**. (supplied in Section 8)
- Different types of **Anomalies** with specific effects that contain specific **Artifacts**.
- The looming threat of highly dangerous **Zone Events** that affect the entire mission area.
- Optional **Zone Weather** that add unusual environmental changes to the game.

3.1 POINT OF INTEREST LOCATIONS

Because **KONTRABAND** takes place deep in the Exclusion Zone, there is no opportunity to resupply at the Stalls between missions. Therefore players must '*live off the land*' by scrounging supplies and equipment wherever and whenever they can. **Point of Interest Locations** are specific sites in the game area that indicate the presence of valuable information, salvage, and specimens.

Note that POI locations are different from **Anomalies**, which are separate phenomena that are addressed later in this section.

JUST HOW INTERESTING IS THIS PLACE?

Very. This is the Deep Zone, after all. Which means it's quite dangerous.

Players are free to make their missions as challenging as they want, but the recommendation is **one POI Location per square foot of game area.**

(so $3 \times 3 = 9$ POI. $4 \times 4 = 16$ POI. $3 \times 4 =$ well, you get the idea.)

POI AND INCIDENT CARDS

Each Point of Interest location on the tabletop will have a corresponding **Incident Card** which is picked randomly and shuffled into an **Incident Deck**. This deck will be different for each mission and the POI Cards are revealed as the locations on the table top are engaged.

Be aware that POI Locations are a **Risk v. Reward** dilemma. Each Point of Interest Location is searchable and yields salvage of some sort, but nothing is free in the Zone and characters will have to contend with the Zone's natural - and unnatural - dangers to obtain it. (**KONTRABAND** Salvage is covered later in this section.)

SCATTER TERRAIN

Because Point of Interest locations are specific spots on the tabletop, it is easier for all players if each one is marked by a piece of terrain or small scenic item; an object where the presence of such valuables makes sense, game wise.

This scenic item can be an abandoned vehicle, a stack of crates, a stand of strange vegetation, the corpse of an unfortunate explorer, a large tree, a tool box in the corner of a ruined garage... whatever works for you and your collection. If suitable terrain isn't available, use an acrylic token or glass stone instead.

HAZARDS AND HOSTILES

There are lots of ways to die in the Zone, but in general, they come from two directions: **Zone Hazards** and **Zone Hostiles**.

Point of Interest Locations feature both of these dangers prominently, as well as the occasional **Man-Made Problem**, and rare instances of circumstantial extremes, **Fortune Smiles** and **Bad Luck**.

ZONE HAZARDS

Acid, gas, radiation, mutated vegetation... as if monsters and bandits aren't dangerous enough, the Zone landscape tries to kill you. These things are environmental dangers that automatically affect any and all who approach them. Hazards are permanent and cannot be destroyed or cleared from a POI Location.

ZONE HOSTILES

Vermin and zombies and mutants, oh my... Just as lethal as an environmental danger, they're deliberate *and* mobile. The denizens of the Zone want you dead - and probably for a meal - so I hope you brought plenty of grenades. It is not necessary to kill or clear a POI Location of Hostiles prior to a Search. (but it will sure help)

MAN MADE PROBLEMS

Two types really: A damaged container or a booby trapped one. The former requires Repair while the latter needs to be Defused. Skill Check time.

FORTUNE SMILES/BAD LUCK

(1 each) These represent opposite ends of the happenstance spectrum: a great find and a really bad break.

A full set of **Incident Cards** covering the above types of POI locations can be found at the rear of this book. The card page is formatted for the Word Avery Business Card template # 8376. Feel free to print as many as you need for personal use.

POINT OF INTEREST PROCEDURE

There are three steps to engaging a POI Location:
CONTACT, REACT, INTERACT.

CONTACT

This procedure is different from the core **Zona Alfa** rules where Hot Spots have a Trigger Radius. To trigger a POI location in **KONTRABAND**, a model must move into base-to-base **contact** with the token or scenic item. Only then is the location considered active and the top card of the Incident Deck is turned over. Only one model/character can trigger a POI Location. If two or more move into BtB, the players decide which model initiated the contact. Any other models in BtB are affected by the card details without benefit of a React roll. (see below)

REACT

The player who initiated contact - only them - is then allowed to **React**. This is a free action made against the model's **Will stat**, plus or minus any modifiers. This react roll takes place immediately after the POI Card is revealed but before any of that Card's details go into effect. This allows the initiating character a chance to respond to what's been uncovered.

If the React roll is successful, then the character model is allowed to: Remain in Place unaffected by any environmental phenomena; Move at ½ rate in any direction; or engage in Combat (in the case of Hostiles) one time at a -2 penalty.

If the React roll is failed, the character was not swift or smart enough to react in time and the card details go into immediate effect and are resolved.

INTERACT

After the POI location has been triggered, any character model in base-to-base contact with it may **Interact** with it. This is typically a Search action to either acquire a sample or look for salvage.

A POI Location can only be successfully searched once. **KONTRABAND** Salvage is explained in **Section 4.** (Scrounger may Search twice.)

This Interact roll search is made against the model's **Will stat.** (Remember to account for all class, skill, and equipment modifiers.) POI Locations do not need to be 'cleared' of Hazards or Hostiles prior to an Interact/Search.

For example, a Scientist can have his teammates deal with a spawning mutant while he rummages through a stack of crates. Zone Hazards on the other hand are permanent environmental phenomena.

Avoid or Avert

Any character model that remains in BtB with a Zone Hazard after the initial contact sequence must spend an action (Skill Check v Will) to try and 'avoid' the location's danger prior to each and every Search/Interact action.

In the event a character has the Scrounger ability or the scientist needs a sample of the hazard and then wants to search for salvage. Both of those examples count as two separate interactions and require 'avoid' rolls before each.

Note the 'avoid' roll does not need to be successful, but the attempt must be made each time a search/interaction is attempted. (Imagine darting your hand into a camp fire to grab a single item off a grill each and every time; you could get it without getting burned - you could get it and get burned - you could just get burned...)

"...Furthermore, after the second disaster, the entire region was affected – perhaps 'infected' is a better term – with multiple micro-rifts; geographical locations where the law of physics and nature were altered. Corrupted. These individual anomalous sites, a.k.a. 'anomalies,' exhibit extreme variations of heat, electricity, gravity, even time, and are hazardous to living creatures. If it weren't for the presence of the 'artifacts' they create, (see appendix 397b 1-17 for details) such areas would be avoided at all costs."

– Dr. Pavel Yurchenko. Senior Institute Researcher. Q1 Field Report, Year 3 Post-Incident.

3.2 ANOMALIES AND ARTIFACTS

GENERAL ANOMALY INFORMATION

In **KONTRABAND**, Anomalies are specific locations on the tabletop with very unusual and dangerous 'area-of-effect' conditions. Similar to **Point of Interest Locations**, they are 'Risk v Reward' challenge that offers exotic treasure along with the possibility of a gruesome death. Ideally, they should be associated with a distinct scenic item or piece of terrain to mark their precise location and extraordinary nature. If terrain-making isn't an option, feel free to use a token of some kind. Anything that works for you, so long as it is clearly recognizable.

The number of Anomalies should be $\frac{1}{3}$ the square footage of the Mission Area, rounded to closest whole number. (So $3 \times 3 = 3$ Anomalies. $3 \times 4 = 4$ Anomalies, $4 \times 4 = 5$. And if you're running a 4×6 game area, you're one crazy Stalker)

INTERACTING WITH ANOMALIES

In **KONTRABAND**, Anomalies do not have a passive reaction radius. They must be 'activated' by a player character in base-to-base contact. Once triggered however, anomalies will generate an Area of Effect condition, impacting all models within range. Think of them as a Zone Environmental Hazard on steroids.

Engaging/Interacting with an Anomaly follows the similar procedure as a Point of Interest spot (Contact-React- Interact) **EXCEPT**

A successful REACT roll by the initiating player means the Anomaly's hazardous phenomena has not been triggered and DOES NOT go into effect. That character may then Search/Interact with the Anomaly at no risk for that turn only.

Thereafter, any other attempt or character model going into base-to-base contact for any reason must pass a Skill Check against their Will to not trigger the anomaly's phenomena (+/- modifiers for Skills or Gear)

Success means they can continue that turn without risk. A Failure triggers the Anomaly. (see below)

DETERMINE TYPE OF ANOMALY EFFECT

Allowing players to use tokens or markers, or make their own custom terrain pieces, the issue when engaging an Anomaly comes down to its **effects** more than its appearance.

The simplest solution to Anomaly types is for players to assign them mission by mission according to their terrain collection and the game's narrative. Write one of the phenomena on a small paper chit and place it beneath the anomaly token/terrain.

The other option is to roll a dice to determine which of the four main effects have been triggered. Use a D4 if you have one, or the ubiquitous D6, re-rolling 5, 6.

If players create some other type of anomaly with a cool and distinct AOE, add it to the options and roll as needed.

FOUR WAYS TO DIE

In **KONTRABAND**, triggered Anomalies affect their immediate vicinity one of four ways: **Force**, **Gravity**, **Electricity**, and **Spatial Displacement**.

1. **Force:** All models in base-to-base contact with the Anomaly are pushed backwards 3" in a direct line.

Treat as a pressure wave with a Dam of 0. Armor Fail = Wound and Stunned. (Pin token) Pass = Stunned (Pin token) Some stalkers call this a 'Blaster' anomaly.

2. **Gravity:** All models within 3" are abruptly pulled into base-to-base contact with the anomaly. All pulled models suffer a Damage 2 'attack' against their Armor. This is a one-time 'attack', but all models are 'stuck' to the anomaly until they escape with a successful WILL roll. Also known as a 'Vortex' or 'Whirlpool' anomaly.

3. **Electricity:** All models in base-to-base contact suffer a Damage 2 attack, which then arcs to any and all models within 1" of a shocked model. This electric shock can chain out as long as there are connecting models.

Commonly called an 'Arc Welder' anomaly.

4. **Spatial Displacement:** When triggered this anomaly immediately teleports all models in 3" in random directions. Use Drift Rule off their original positions. If they Drift within 3" of the same Anomaly, teleport again until they are outside 3" radius. Labeled the 'Teleporter' or 'Scotty' anomaly by several nerdy scientists.

**Players are encouraged to create their own kinds of Anomalies and effects, but should be aware of*

redundant impact to game play. For example, if an Anomaly affects a character's Armor or Will stat, remember those are already accounted for in the Zone Hazards, Witch's Brew and Cobwebs. That said, final decisions are up to the players. Your Zone - Your Call. The Rule of Cool applies.

BOLT TOSS

Bolt toss: the iconic technique for navigating anomalous areas. To determine the nature of an anomaly and trigger its effects from a safe distance, player characters may toss a bolt at the anomaly site. Each player character has an endless supply of rusty old bolts but they must be 6" away (or less) to use them.

When throwing a bolt, roll against the character's straight CA value. A successful bolt toss does not trigger the anomaly but it does provide players with an indication of the anomaly's effects and dimensions. This confers a +1 to all React/Skill rolls to the character who threw the bolt when engaging that same anomaly. An unsuccessful throw is simply a miss and players may try again. An Anomaly can only be successfully probed once per turn. (no throwing multiple bolts to stack advantages)

TERROR RATING

Anomalies are extremely dangerous and can have a 'Terror Rating' of 1, 2, or 3. See Section 5.6 for details.

ARTIFACTS

Artifacts are common materials or items that have been subjected to the highly unusual conditions in or near an Anomaly and mysteriously altered. These exotic objects can be found at the heart of an Anomaly after a diligent search, and are highly prized by scientists and collectors for their remarkable characteristics.

In **KONTRABAND**, an Anomaly location can be searched for its artifact per the three-step, **Contact-React-Interact**, procedure outlined above. A successful search yields an artifact with specific attributes. Assign the type according to your game's specific narrative or roll on the table below.

ARTIFACT TABLE

D6 DIE ROLL	ARTIFACT BENEFIT	ARTIFACT DRAWBACK
1	Bubble: Ignore all radiation effects	-2 to Will stat for Stun/Rally rolls
2	Sponge: Ignore all vapors/smoke	-2 to Stamina dice pool
3	Disc: Ignore Pins from Stun and Terror	-2 to Will stat for Skill Checks
4	Heart: Adds 1 to Stamina Dice Pool. Never exhausted	-2" to Move Rate
5	Spring: Add 2" to Move Rate	Add two Pins to every Wound
6	Bracelet: Ignore next Wound	Inert and worthless after use.

EQUIPPING ARTIFACTS

Artifacts confer specific benefits to an individual when stored close to the body. However, there tends to be a trade off as the artifact affects the bearer in other ways. Artifacts can be stored in the team's stash or worn by those who wish to receive their benefits. Characters may wear however many artifacts they wish, however each 'equipped' Artifact fills one Equipment slot.

3.3 ZONE EVENTS

Zone Events are extreme incidents that can happen at random over the course of a mission. They can also occur multiple times, their likelihood increasing the longer a team remains in the mission area. See below for details.

A simple roll of the die

At the start of Turn 2 and the beginning of every turn thereafter, players must roll a D10 and add the number of the turn to the result. Simple.

If the result of the die roll plus the turn value is less than 10, the game proceeds as normal.

On a roll result of 10 or more, however, a **Zone Event** is imminent and will occur at the beginning of the *following* turn. (Roll a 10+ at the start of turn 3, the Zone Event happens at the start of Turn 4) When a 10+ is rolled, grab a D6 and roll on the table below to determine which type of event will occur.

ZONE EVENT TABLE

D6 ROLL	ZONE EVENT
1	Emission: Wave of unnatural energy washes over area. Every model not in cover when it hits takes a Damage 4 attack and starts their next activation with 1 Pinned token regardless of result. (Cover can be in a ruined building, a bunker, a vehicle, even in trench or stand of trees if that's all that's available. Just not in the open.)
2	Vermin Stampede: Three Vermin Swarms run through the mission area. Intent on escaping an undetermined threat, they run from one corner to the opposite one. (enter at corner farthest from players) Vermin will move as a broad front in a straight line (as much as possible) without stopping. They will use all their actions to move and only stop to attack if a player character comes within 3" of any one swarm. (Then they all attack that intruder.) The stampede will resume after the interruption if any of the vermin remain.
3	Emission: Wave of unnatural energy washes over area. Every model not in cover when it hits takes a Damage 4 attack and starts their next activation with 1 Pinned token regardless of result. (Cover can be in a ruined building, a bunker, a vehicle, even in trench or stand of trees if that's all that's available. Just not in the open.)
4	Cordon Security Patrol: Four-person team enters the middle of the table edge closest to the players. They will leave characters alone if they turn over all recovered Artifacts. Otherwise, the troopers have three Actions and one Wound each, Armor 6, CA 6, Will 7. Security teams are typically armed with three AK 74s and one Support Weapon (RPG or RPK. Player's choice)
5	BAM Alpha Predator: Alpha Predator enters middle of game edge closest to players. Stat to taste but standard is three Actions, three Wounds, Armor 8, CA 7, FP 2, Dam 3, Will of 9, Terror rating of 2. (Yep, real trouble.) Add a Mutation if you dare.
6	Anomaly Shift: All Anomalies in the mission area move in random directions. Roll 'Drift' for each anomaly. Place token/scenic in new locations and accommodate for existing terrain. (place it where it fits/makes sense) Anomalies automatically trigger once placed. Roll on the Anomaly effect table for each one then resolve any area of effect events on applicable models. A previously searched Anomaly that shifts will generate new artifacts.

3.4 ZONE WEATHER (OPTIONAL)

The Exclusion Zone is home to strange phenomena on every level, including weather. Sudden storms, mysterious fog, unnatural darkness all occur, often several times in a single day.

At the start of every game, roll a D6 for the prevailing Zone Weather. Copy and print the **Zone Weather Chart** found at the back of this book, and place it beside the game area. Set a token on the appropriate box to mark the area's conditions.

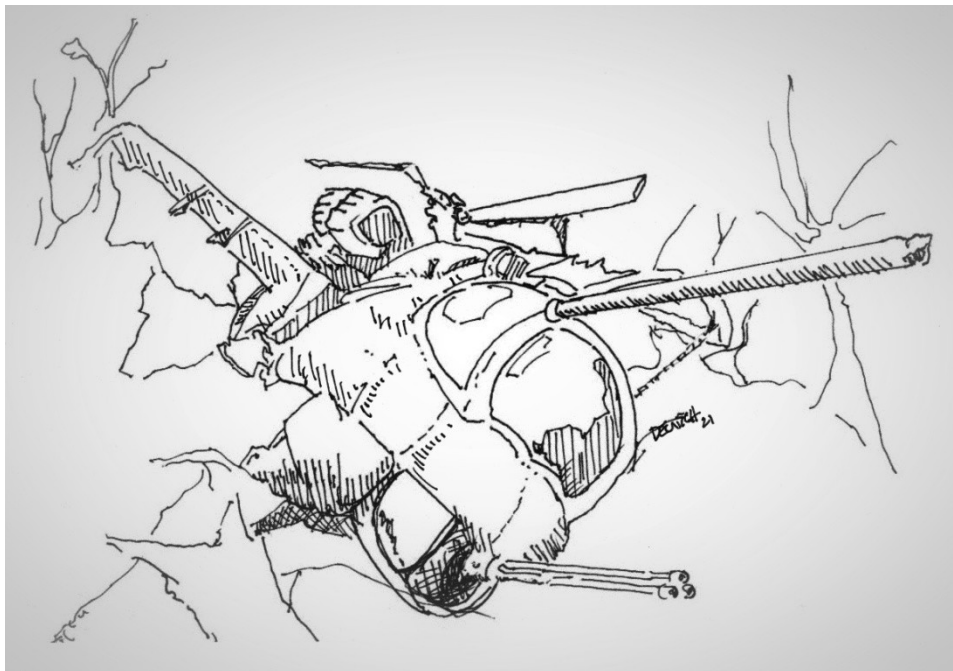
Once half the POI locations have been searched, roll again and apply the result for the remainder of the game.

ZONE WEATHER

D6 ROLL	ZONE WEATHER
1	Clear Sky – bright sun, fluffy clouds, birds howling in the trees, snorks leaping in the meadows. Typical day in the Zone.
2	Darkness – A shadow from Chernobyl casts darkness so total, it can be felt. All LOS reduced to 6" (flashlight distance) unless character is equipped with NODS.
3	Clear Sky – bright sun, fluffy clouds, birds howling in the trees, snorks leaping in the meadows. Typical day in the Zone.
4	Fog – thick, dense fog from the Pripyat Marshes rolls in. All LOS reduced to 12" Objects in Cover cannot be targeted by Ranged Attacks.
5	Clear Sky – bright sun, fluffy clouds, birds howling in the trees, snorks leaping in the meadows. Typical day in the Zone.
6	Lightning Strikes – sudden electrical storm of unnatural intensity. At the start of every turn before any activations, roll three times for DRIFT off the center of the mission area. Use full distance shown rather than 1/2. Any model within 1" of the resulting impact spot takes a Dam3 hit from lightning. Regardless of Armor roll, any equipped Scientific Equipment on struck Character is Fried, and must be Repaired for 1 Skill Check/1 Action, and get a new Battery.

SUMMARY

- Each game has a number of **Point of Interest Locations** in the mission area, each of which has a corresponding **Incident Card**.
- These Incident Cards make up that mission's **Incident Deck**, the cards of which are revealed one by one as the POI are engaged.
- Players engage with a Point of Interest Location using a **Contact - React - Interact** procedure.
- **Anomalies** are different from POI. They have unusual and deadly effects and harbor rare **Artifacts**.
- Anomalies are engaged following a similar procedure to POI.
- **Zone Events** can happen anytime after the first turn. Roll a D10 and add the value of the turn to the result. On a 10+, a Zone Event is imminent.
- **Zone Weather** can add an interesting challenge to the game. Roll on the Weather Table at the start of the mission, and again after 50% of the POI have been engaged.





4. missions

KONTRABAND can be used to run one-shot games, single missions where you've set up your best, decrepit Zone terrain and your crew investigates the Point of Interest Locations and maybe snags artifacts from an Anomaly or two. That works.

However, the game's flavor really comes out when it's set in the structure of a multi-part, mini-campaign. There is an introductory set of missions, **Zona Vorony**, (*Zone Ravens*) in Section Six, but as always, players are encouraged to run whatever type and length of game best suits their group and collection, and create their own scenarios.

4.1 Mission Types

Outlined below are six types of individual missions. These can be used for quick pick-up games, strung together to create longer campaigns, or modified to suit your particular narrative. Your Zone - your call.

ACQUISITION. The expedition must obtain artifacts from at least two anomalies in the mission area. Sounds simple until you realize the area contains a nest of vermin. Set three Vermin Swarms in the center of the mission area. These are additional to any POI Location Hostiles or Zone Events, and will immediately attack any player models that come within 18" and Line of Sight.

RECONAISSANCE. The team is tasked to investigate and identify four specific Point of Interest Locations in the mission area, the ones closest to each corner. Set up the game area accordingly and retrieve samples if POI is an Environmental Hazard and Eliminate if POI yields a Hostile.

RECOVERY. This mission requires a separate Objective token or terrain piece. Team members must retrieve a specific item from a location in the mission area and exit from their original entry corner. This objective should be within 6" from the corner opposite the teams' Entry Point, and retrieving the item should require a minimum of two skill checks, either to defuse a booby trap or repair something as part of the retrieval.

SECURE. The Institute wants to set up a mobile lab in the area and the team is charged with clearing out the neighborhood. The Incident Deck should have three POI Cards with Hazards and three with Hostiles. The Hazards must be identified, the Hostiles eliminated.

TRANSIT. The team has a VIP or a Special Delivery and must traverse the hazardous area from one corner to the opposite one. A walk in the sun right? Nope. Add 2 to all Zone Event rolls.

TERMINATE. A pair of Alpha Predators has made the region their hunting ground. The first Zone Event roll automatically triggers their arrival. Team must stay until the Zone Event is rolled then eliminate both.

4.2 AREA SET UP

The recommended game area for **KONTRABAND** is 3'x 3', with nine Point of Interest locations and three Anomalies. The POI and Anomalies should be distributed where they make sense for the scenario's narrative.

Given that POI and Anomalies are all activated by base-to-base contact, the only distance restriction is no two should be so close that a character model can activate both at the same time.

Should players wish to run expeditions in a larger area, it's recommended the team size be increased from four to six to accommodate the jump in the number of POIs and Anomalies. Be aware, this will make for a much more challenging game.

Mission Entry and Exit

KONTRABAND crews can stay in a mission area as long as they want, so long as they're willing to risk Zone Events. Unless the scenario specifies differently, player's models should enter the mission area from a **corner** of the game mat. This corner area is the player's choice and should be no larger than 4" x 4" square.

KONTRABAND characters may exit the mission area whenever they choose but must exit by a corner as well, any corner, when they're ready. (Usually whichever is nearest, because you'll most likely be fending off mutants while dragging a wounded comrade as an Emission rolls over the area.)

4.3 KONTRABAND SALVAGE

KONTRABAND characters are Veteran level Stalkers or Scientists deep in the Exclusion Zone - which is good in that they are skilled, competent, and stand a reasonably good chance of surviving.

It's bad in that the team is so far in, there's no chance to pop to the shop or hit the Stalls for resupply.

In game terms, this means players must '**live off the land**' and salvage goods and supplies from the Point of Interest Locations scattered throughout the mission areas. Remember, each POI location can only be successfully searched once. (exception: Scrounger)

Use the following table when searching a POI location.

KONTRABAND SALVAGE TABLE

D6 ROLL	SALVAGE
1	Something's in there but you couldn't quite reach it. Unsuccessful. Try again.
2	Any one Item from Scientific Equipment List
3-4	Any two Items from the Common Equipment List
5	Any one Item from on the Military List
6	Any two Items total from any List

Backpacks of Holding

All salvaged goods go into the collective 'Crew Stash' and do not use individual Equipment slots unless or until they are individually equipped. There is no limit to the quantities stored in the Crew Stash.

Minimum Daily Requirements

To replicate a sense of danger and isolation, as well as incentivize salvage, each four-person team has to scrounge up not just replacement Med-Kits, Grenades, and Anti-Radiation pills, but basic necessities like food and water. These **Minimum Daily Requirements** are all for essential items from each salvage category.

SALVAGE CATEGORIES AND MDR

There are three categories of salvage: **Common**, **Military**, and **Scientific**. Players should be aware a deep Zone expedition has **Minimum Daily Requirements** of the following items from each category: **Rations**, **Clean Water**, **Ammo Resupply**, and **Lithium Batteries**.

Additional items are certainly available but those supplies are considered **essential** and must be gathered in sufficient quantities each mission if the crew is to operate at full strength and full capacity.

MDR AMOUNTS

A four-person crew has a **Minimum Daily Requirement** of two Rations (Common), two Clean Water (Common), one Ammunition Resupply (Military), and one Lithium Battery (Scientific) to function normally each day.

KONTRABAND crew size may be increased in increments of two personnel: Stalker, Scientist, or combination thereof. For every additional pair, the MDR for Essential Items increases by one each. (+1 Rations, +1 Clean Water, +1 Ammunition and +1 Battery)

Tally Supplies

Prior to engaging in a mission, players must tally the supplies in the Crew Stash. If there are sufficient quantities of the MDR essentials, they deploy as desired. Without sufficient quantities of the essentials listed above, a crew is at a deficit in one or more areas:

1. Insufficient Rations and Water means the crew size in next mission is reduced by one. Two if team has more than four members.
2. Low Ammunition equates to reduced Ranged Combat effectiveness. Team members are restricted to one ranged attack per activation.
3. Lack of Lithium Batteries means restrictions on scientific gear. One use of Scientific Equipment per activation.

Desperate Measures

A team cannot operate with reduced supplies more than two consecutive missions. A third mission with insufficient supplies forces the crew to desperate measures. They may deploy all available members but their combat capabilities are restricted to non-ranged melee weapons and no scientific gear may be used at all.

(The only exception to this 'No Ranged Combat' rule would be Grenades or Heavy Weapons that have any

remaining Limited Ammo or a Heavy Weapon Reload. Other than that, it's fists and knives.)

SALVAGE ITEMS BY CATEGORY

Common	Military	Scientific
Rations Edible and vaguely nutritious stuff in old cans and pouches.	Ammunition Lots of shiny brass. Small; arms Resupply for pistols, shotguns, assault rifles.	Tool Kit Permanent Item. Adds +2 to All Mechanical Skill Checks and -1 to Action cost.
Clean Water Well, not murky anyway.	Heavy Weapon Reload or Grenades. Five rounds for Flame Thrower, RPG, or UBGL or a crate with 5 military hand grenades.	Detector Confers + 2 bonus to character's Will check when searching an Anomaly.
Med-Kit Heals 1 Wound/restores Action and Stat Penalty to injured person.	Hot Load (pistols-> rifles) Extra <i>Bang</i> in those rounds. +1 Damage for single weapon. Enough for one gun for one mission.	Extractor Confers +1 Bonus to Will stat when extracting samples from A Zone Hazard or Artifact from an Anomaly.
Rad-Kit Allows user to either ignore the effects of POI Radiation for one mission, or restores all lost Stamina as a result of POI Radiation.	Chest Rig Note on Character stat sheet. Adds +1 Grenade and +1 Equipment Slot. Does not use an Equipment Slot	Adrenaline Single-use item. Restores all lost Stamina +1 to Character for the remainder of the mission.
e-Juice Methamphetamine and Vodka with a twist of lime. <u>Free Action to imbibe.</u> Immediately grants two additional Actions. Side Effect: Only one Action is allowed the following turn.	Load Bearing Vest Note on Character stat sheet. Adds +2 Grenade and +2 Equipment Slot. Does not use an Equipment Slot. STALKER ONLY	Gas Mask When equipped, Character may ignore the effects of Smoke and Gas fumes. May act and move normal. No Will Check required.
Disposable Multi-Tool Grants a one time, +1 bonus Will Stat to any Mechanical Skill Check	NODS Negates Dark and Low Light LOS and Ranged Attack penalties.	Lithium Battery For Scientific equipment. Sure, they're rechargeable. But do you see an outlet anywhere around here?
Binoculars +12" to Inspect range when surveying POI Locations and Anomalies.	Kevlar Plate Note on Character sheet. Fills One Equipment Slot. Adds +1 Armor to any type of Body Armor. Cap: one per Character	Armor Repair Kit Restores Damaged Armor to original rating. Cannot increase beyond armor type's original rating or replace damaged Kevlar Plate.

SUMMARY

- One-shot game or campaign, there are six different types of missions to choose from. Or you can make up your own.
- Recommended game area is 3' x 3' with 9 POI and 3 Anomalies. Larger or smaller is fine too but players should scale crew size in increments of two to balance increased challenge with reasonable possibility of success.
- Crews always enter and exit from corners.
- Crews must live off the land and salvage the Minimum Daily Requirements of essential items each game in order to function at full capacity.
- Extended lack of essential supplies leads to desperate measures. Pray to St. Strelok you never find yourself there.





5. new stuff

As mention in the introduction, **Kontraband** is built on the **Zona Alfa** core game, but with the focus on solo and cooperative play, exploration and artifact recovery, there are a number of modifications and additions to the original rules to accommodate what is a more detailed and dangerous game.

This section goes over new **Weapon Accessories**, several new types of **Armor** and **Weapons**, a new **Ally**, options for creating new **Enemies**, and new rules for things like **Wounds**, **Terror**, and **Stamina**.

5.1 WEAPON ACCESSORIES

You can spot the posers in the *100 RADS* by the bluster in their voices and the super tricked out weapons. As if a Bloodsucker will be impressed by custom machined flash hider/muzzle break and a Swiss scope with computerized windage adjustments. Acid sludge, mud, and mutants don't care what you paid for your Gucci gear.

Still, when seconds count, some accessories are worth every ruble. Below is a list of the ones most frequently used by seasoned Zone explorers. By 'seasoned' we mean the ones who are still alive.

Stalkers can have a maximum of three appropriate accessories on their weapons. Scientists are limited to one.

They are for ranged weapons only. No mounting a UBGL on your E-Tool or a Silencer on your Trench Knife. All Weapon Accessories are assigned during Character creation prior to setting out on your first mission. There is no opportunity to purchase or find different

ones but they may be swapped out among team members as desired between missions.

ACCESSORY LIST

Shotgun Choke: Single barrel shotguns only. Adjusts the spread of 12 gauge shot shells. Shotguns with a choke accessory use the teardrop template instead of the standard Firepower and Damage stats. All models under the template suffer a FP2 Dam2 attack.

Brace Stock: Pistols and SMGs only. Stabilizes handling and increases accuracy. Grants +1 to character's CA for Ranged Attack with appropriate weapon.

UBGL: Assault/Battle Rifles Only. Adds a 40mm Grenade Launcher Option to a character's weapon. Ammunition comes in five round increments. Requires Heavy Weapon Reload after ammo is spent.

Red Dot: For Pistols, SMGs, Shotguns, and Assault Rifles. Grants +1 to CA Ranged Attack rolls at half the weapon's effective range or less.

Scope: Assault Rifles, Battle Rifles, and Sniper Rifles Only. Grants +1 to CA Ranged Attack rolls at greater than half the weapons effective range.

Suppressor: Pistols, SMGs, and Assault Rifles only. When equipped, a suppressor reduces a weapon's Effective Range by 2" but delays an opponent's ability to track and locate source of incoming fire. When a character makes ranged attacks from cover with a suppressed weapon and remains stationary, they cannot be targeted by return fire the following turn *unless* an opponent has clear, unobstructed LOS. (So first shots are free when behind cover providing you don't move and aren't clearly visible)
This benefit applies only to the enemy activations immediately after the initial ranged attacks. Thereafter, the character has been

located and is subject to normal combat rules. This benefit applies to all Ranged Attacks made in a single activation. It cannot be combined with the Unload Ability.

5.2 NEW ARMOR

Starting your **KONTRABAND** games as a Veteran **Stalker** or **Scientist**, players equip their characters at the beginning of an Expedition, so it makes sense to pick the best possible gear available to their respective category and class.

As previously mentioned, Stalkers have access to Military grade equipment, while Scientists are restricted to Civilian level. Also, Stalkers can have two of any type of weapon, up to and including those on the *Zone Alfa* Support Weapons table. (One from the Melee-capable table. One from the Ranged capable. No Crew Served) Once that's done, they can then install up to three appropriate Weapon Accessories.

Scientists, on the other hand, may only arm themselves with a single Pistol or Submachine Gun (or Shotguns or Flame Throwers in the case of a Field Agent) and may only install one appropriate Weapon Accessory.

To even out the 'Tactical versus Technical' equation, **KONTRABAND** introduces two new pieces of equipment for Scientists and adds several caveats to the existing Armor types.

New Body Armor/Protective Equipment

1. Haz-Mat Suit Armor 3.

Brightly colored, a Haz-Mat suit does NOT provide the wearer the 'counts as Obscured Target when in cover' bonus. However, with radiation-resistant weave, a personal oxygen supply, and closed-cycle respirator, it does render wearer impervious to Radiation, Smoke,

Gas, and Environmental Toxins. Not great against physical damage, but superior protection against environmental hazards.

2. UZTM Kartex Anomalous Environment Suit.

a.k.a "Troll"

A Haz-Mat suit on steroids, the UZTM Kartex 'Troll' is a single-person, ambulatory vehicle made specifically to operate in and around Anomalies for short periods of time. These extremely valuable powered suits are occasionally found at abandoned Institute bunkers and mobile labs, and always require repair and refueling before they can be used by a trained operator.

Uztm Kartex AES "Troll"

Move: 4" Armor: 9

Combat Ability: Pilot Will: Pilot

Impervious to Radiation, Smoke, Gas, Toxins.

Weapons: Hydraulic Manipulators x 2. Melee only. FP:1

Dam: 5

Also has two hard points for weapons, one on each arm. Generally equipped with 1 LMG (low ammo/1 ranged attack per turn) and 1 Flamethrower. (LBT. 5 shots)

Special Rules

1. Troll suits are *extremely* rare and any found in the Zone are in a serious state of disrepair *and* low on fuel. Whenever players decide to include one (and only one) in their scenario,

A. it requires a Two Action Skill Check

(Difficulty 1) to Repair before it can be used.

B. its fuel cells only have enough power to operate for five turns. Turn count starts when pilot has entered the vehicle.

2. Troll suits are complex and highly specialized piece of scientific equipment that has been subject to the harsh Zone conditions since its abandonment. Because of this, a Skill Check at Difficulty 0 must

be passed each turn before it can function normally. This is NOT a free Action.

3. Action costs are 1 action to enter and 1 action to exit the vehicle.

4. Hulking and armed, a Troll suit is nevertheless a piece of Scientific Equipment and Stalkers suffer the standard -3 penalty when attempting to operate one.

3. Shield.

Like Captain America but in the Zone. (Captain Zona?)

A. Improvised or Light Shield. (Metal sign, car door, oil drum with view slit or Riot Gear)

+1 to bearer/defender's Armor Stat against frontal attacks.

-1 to Attacker's Combat Ability when attacking against shield.

+1 to Will Checks resulting from Combat.

B. Armed Response/S.W.A.T. Ballistic Shield.

+2 to Defender's Armor Stat against Frontal attacks.

-1 to Attacker's Combat Ability when attacking against shield.

+2 to Will Checks resulting from Combat

Special Rules

Shield is carried in user's off-hand. As a consequence, they may only be armed with a one-hand Melee weapon such as a machete, club, or axe, or a one-hand Ranged weapon such as a Pistol/Magnum Pistol, Sawed-off Shotgun, or SMG.

SPECIAL REMINDER FOR SPECIAL PEOPLE

Regarding Personal Armor: Advances, Kevlar, and Stacking to virtual Invulnerability.

Personal armor for infantry is capped at a value of 7. Values higher than 7 are for armored walkers, vehicles, and the like. So don't be that guy.

5.3 NEW WEAPONS

Several new weapons have been spotted at the Stalls, all of them made for ugly, close in work. Could come in handy anywhere, but especially the Deep Zone.

1. Trench Knife: a big, heavy blade with partially serrated edge, deep blood grooves, and spiked knuckle guard. Tenderize and carve.

One Hand. Melee Only. FP 1, Dam 2.

Special Rules: Serious Damage - each wound inflicts automatic Pin as well.

2. E-Tool: compact entrenching tool with its shovel blade honed to a razor sharp edge. Favorite of former Special Forces types, it can be used to hack and slash foes.

One Hand. Melee Only. FP 1 Damage 1

Special Rules: Slash - Model armed with an E-Tool can hit up to two melee opponents for one action. Opponents must be side by side, slash action must be declared, and a single Attack roll made for both targets. Defenders roll Damage/Armor separately.

3. Sawn-Off Shotgun: Sub-class of a shotgun, this chopped down, double barrel 12 gauge is not precise, has terrible range, but makes a huge mess up close.

One Hand. Very short range. Range = Melee - 3".

FP: 3 @1 barrel or 6 @ 2 barrels. Damage: 3

Special Rules: Reload - 2 Shots then 1 Action to Reload. Player can fire one or both barrels with a single action.

Cannot be fitted with a Choke Weapon accessory.

5.4 NEW ALLY

Tired of whiny Scientists flinching at every snapped twig? Did a team mate on your last trip try to abscond with all the Artifacts?

We here at Prochnyy K9 Training and Kennels totally understand. What you need is a stalwart companion - a faithful comrade who will never leave your side.

We'll look no further. My brother Boris and I have trained "Man's Best Friend" to be your best friend on your next deep Zone expedition.

DOG COMPANION

Trained K9 = Veteran/3 Actions

K9 replaces a human team member.

MOVE: 8" CA: 6 ARM: 5 with K9 vest WILL: 6

MELEE ONLY. FP:2 Dam:1

Special Rules

Owner: A trained K9 is attached to one specific human model, Stalker or Scientist. This Owner can transfer Actions/order the Dog similar to LEADER Ability. This only applies to Owner and Dog. No other friendly model can give Dog commands.

Dog receives a +1 to Will for all Morale rolls if within 12" and LOS of OWNER.

If the Owner is attacked in Melee, the Dog will immediately use next action to come to their aide.

If the Owner is wounded, the Dog will immediately use next action to come to their side.

If the Owner is killed, the Dog is automatically retired.

Charge: If the Dog moves in BtB contact with enemy model with intention to attack, they receive a FREE Melee Attack Action that first turn. Does not apply if already engaged with

enemy. However a Dog may break off and come back to same opponent in a different turn and receive the Free Attack Bonus again.

Small Target: All attacks against the Dog - ranged or melee - suffer a -1 penalty.

Vicious Mauling: If a dog spends two consecutive actions to melee attack a single target, it may add two dice to the combined total of the FP dice.

Bring/Fetch: While a Dog cannot perform a skill Check/Complex Task, it can be ordered to Bring/Fetch single items from one location to another. (assume it is carrying item in its mouth)

For example, a Dog can carry a Med Kit from one soldier to another. (but it cannot apply it) Or it can be ordered to bring Salvage from a Point of Interest Location to an allied character *after* the Owner and friends have searched the POI.

There is an Action cost of 1 to pick up/drop an item. A Dog ordered to Bring/Fetch cannot engage in Melee while carrying an item.

Scratch-n-Sniff: Dogs keen sense of smell and hearing helps when dealing with Point of Interest Locations and Zone Events.

1. A Dog will detect the presence of Zone Hostiles/Bandits intent on attacking the owner. If a revealed Point of Interest Card indicates a potential ambush or attack, the Owner and the Dog are each granted one Free Move action *after* the ambush has been revealed and placed, but before they move or attack.

This 'Free Move' benefit also applies to all Zone Events.

2. A Dog may accompany its Owner while Searching a POI Location. The Dog must move into BtB contact with the Owner model prior to them contacting the POI and the player must declare they have teamed up for the effort. Thereafter, they move and act on the Owner's activation as a single unit. While joined, the Dog cannot move away from the owner or engage in any other actions.

If the Dog accompanies its owner like this, the Owner/searching model may add 1 to their Will stat for all React and Interact rolls. Also, they roll two dice on the KONTRABAND Salvage Table and choose the result they prefer.

The Owner releases the Dog as a Free Action immediately after the Search is complete, and the Dog resumes play as a separate model.

This benefit is for Point of Interest Locations only. It does not extend to Anomalies.

K9 Equipment and Armor

A Trained K9 is outfitted with a protective vest that provides them with Two Equipment Slots. These slots are additional to and different from the Bring/Fetch Ability. Stored items can be accessed by any Friendly model during their activation while in base-to Base contact with the K9 at the cost of one action.

5.5 NEW FOES

Who knows what you'll encounter taking a stroll in the Deep Zone. Leaning into the miniature-agnostic approach, this section offers players a way to create new types of enemies by offering a **Mutation Menu** to the standard fare of Zone Hostiles.

This method can be particularly effective if you have that one cool model you want to use and you're out to create an epic encounter with a BAM Alpha Mutant.

Add one Mutation for more danger, two if you have a death wish.

Mutation Menu

Acid Blood: When Mutant dies, any characters in BtB must roll Will Check to avoid damage.
Fail = -1 Armor Rating. Permanent until Repaired.

Armored: -1 to Armor Save rolls. Option: roll two and choose better.

Chameleon: Creature's skin mimics surroundings when it moves. Generally a Melee only hostile, it must use an action to cloak/uncloak, and must uncloak to attack. Use a token to mark cloaked/uncloaked status.

All attacks against this model while cloaked suffer a -3 penalty to CA.

Fast: 9" move, stays on the ground.

Fly: 9" move in the air. Ignores terrain.

Spew: Mutant uses Teardrop template as ranged attack. All models suffer FP:1 Dam:2 attack

Spikes: Melee attacker must roll to defend themselves for every successful hit they make.
Dam:0.

Pounce: can jump move distance into Melee and get free first attack.

Pummel: Extra Melee attacks with extra damage. Adjust as desired but generally double Firepower and Damage of standard type.

Regeneration: Creature can spend 2 Actions to remove 1 Wound.

Spectral: Melee only. Remains on ground. Ignores terrain. FP:1 Dam:4 against characters WILL stat. Successful Hit results in Pin. Not a Wound.

Terrifying: When model makes an appearance, all characters in LOS must roll for Terror. (see next section)

5.6 NEW R.O.E.

With new areas to explore and a new focus on player characters, the Rules of Engagement have changed. There's a need to adjust a couple old rules and bring in several new ones. Notably, **KONTRABAND** changes how **Wounds** affect a player's models, and introduces simple mechanics for **Terror** and **Stamina**.

This means players will need to track a bit of information during a game, but the trade-off for added tension and dramatic flavor is worth a few notations on a character sheet.

WOUNDS

In **KONTRABAND**, when a player character is wounded, the damage is two-fold: it affects the number of available actions as well as the model's abilities, i.e. their stat line.

Two-Fold Effect

This means one wound reduces that character's actions by one, as well as all their model stats. (Subtract 1 from that character's Move rate, Combat Ability, Armor, and Will.)

This damage effect is cumulative, so even though Veteran level explorers (three actions per activation) can take three wounds before being put **Out of Action**, their effectiveness is seriously degraded with each injury.

A Veteran Stalker with two wounds is still in the game but reduced to one action, -2" to their Movement, -2 to their Combat Ability, -2 to their Armor rating, and -2 to their Will. One more Wound and this Veteran would be **Out of Action**.

WOUNDS AND MED-KITS

Given this change, a **Med-Kit** now removes the affect of a single wound. That same Veteran Stalker would need to apply two Med-Kits to restore their Actions and Stat line abilities, and function normally.

Also note, it is no longer a Free Action to self-administer a Med-Kit. In **KONTRABAND**, it costs one action to apply one Med-Kit to oneself or an ally.

DAMAGED ARMOR

The important exception to the Med-Kit healing process is Armor. **Med-Kits have no effect on Damaged Armor.** They require an **Armor Repair Kit.** One Armor Repair Kit restores one set of body armor back to its default rating. This repair costs one action, no matter how many holes it has in it. An Armor Repair kit can be 'self-administered' or applied by another player in base-to-base contact with the affected model.

BETWEEN MISSIONS

Wounds affect performance in the game they were inflicted and do not carry over between missions. Consider any wounded character to be automatically healed between games without having to use a Med-Kit.

Any Out-of-Action character at the end of a mission is considered alive and healed, but should roll on the **Battle Scars** table found in the **ZONA ALFA** rule book before the next mission. (See **Clarifications** below)

ZONE HOSTILES K.I.S.S. (keep is simple, stalker)

Zone Hostiles generally have one wound but any with multiple wounds simply take x amount of damage before being removed from the game. No

need to track reduced effectiveness on multi-wound models.

TERROR

Only a fool wouldn't be scared in the Exclusion Zone. Whether it's mind-gnawing unease or pants-crapping panic, fear is a constant companion. Any real Zone vet will tell you the trick is to admit it - and keep going anyway.

In **KONTRABAND**, Terror is a factor of Zone Hostiles and Anomalies; an opponent or situation that is so inherently daunting it can cause even the staunchest veteran to hesitate. Terror ratings are assigned at the player's discretion, but should be used sparingly, reserved for exceptional or dramatic situations.

In game terms, these creatures and circumstances receive a 'terror rating' ranging from 1-3. This value equates to the number of D10s a character must roll when coming within a distance of six inches, or one Move action of that particular situation for the first time.

This 'Terror roll' is a Free Action made against the character's Will stat. Success means the character can act normal. Every fail results in a Pin token.

Remember, a 'Terror roll' is only necessary on the first encounter between character and creature or anomaly. Thereafter, the character activates as normal. No Terror rolls are required if player character is on e-Juice at the time of the first encounter.

STAMINA (and Fatigue)

There are rare times in Life when you need to reach deep down inside and find a reserve you didn't know you had. Right?

Well, that's pretty much every day in the Zone.

In **KONTRABAND**, every Player Character has a **Stamina Rating** equal to half the value of their Will stat rounded up. (Will of 7 = Stamina of 4) This number represents the character's inner reserve of **Stamina**, which is translated into the game as a dice pool of D10s that a player can use to gain extra actions.

Free Action

Rolling for Stamina is a Free Action that can be done on the player's activation any time during a game. Players may roll as many dice as they want, up to the total available in their pool. Every Success (Will or less) grants them an extra action for free. Those actions must be used immediately, in that same activation. (how cinematic!) Players may roll for Stamina in a game as many times as they want so long as they dice in their reserve pool.

A Price to Pay

Nothing is free in the Zone, so every Failed dice in a Stamina roll means the player did NOT get an extra action *and* those dice are REMOVED from the Stamina Pool for the remainder of the game.

A player's Stamina is automatically replenished between missions, but if a player's Stamina pool becomes exhausted while on mission, it is "empty" for the rest of that game.

(unless you have ADRENALINE. See Scientific Supply Table for details.)

Fatigue

Fatigue is the second consequence for attempts to use Stamina. Fatigue automatically sets in on the player's next activation following any Stamina roll, regardless of whether they were successful or not.

Place one Pin Counter to mark this recovery effort. The Pin is placed for the exertion, not the number of successes, and signifies the character catching their breath.

5.7 ADJUSTMENTS AND CLARIFICATIONS

Here are several clarifications to questions and rules in the **Zona Alfa** core book as they apply to **KONTRABAND**.

1. OUT OF ACTION VS PERMADEATH.

A Player Character model that is suffering from three wounds sustained during a single game and has not been healed with a Med-Kit is placed prone and is considered **Out of Action**. It is unable to act until it has been healed by another player. If a mission ends while it is OoA, the character is automatically 'healed' between games but the player should roll on the **Battle Scars** table in the **ZONA ALFA** rulebook and apply the results.

Should an Out-of-Action Character receive a fourth Wound while incapacitated, the Character is considered permanently dead. All their weapons and gear go into the Team Stash. Players then have the option of continuing the campaign at reduced strength, or coming across a lone Stalker or Scientist in their travels. Time to create a brand new character.

2. UNTETHERED HOSTILES.

In **KONTRABAND**, Zone Hostiles are "free range" and no longer bound to any specific scenic item. They will attack the closest vulnerable model/player character in Line of Sight, and will pursue them, regardless of distance.

Packs/swarms will maintain close cohesion (within 1") to mob a single opponent, but can - at the player's discretion - split up if such a move presents an advantage to attack another intruder in their territory.

3. DIFFICULT TERRAIN.

Because of the mysterious forces at play, the Exclusion Zone contains all manner of strange and altered landscapes.

Any stretch of suitable terrain that represents unusual conditions or tenuous footing, such as a swamp or ice, can be deemed 'difficult' terrain. Such an area imposes a movement restriction on any model that crosses it. Such places should be clearly marked and all movement is reduced to half speed when in it or passing through.

Alternately, models attempting to pass at normal speed can take a Free Skill Check, (Difficulty 0-2, player's discretion) each time they want to move through Difficult Terrain. Success means they move at their normal rate. Failure means they fall prone in place and must spend an Action to stand.

4. CRITICAL ROLLS

Critical Rolls apply to only Character Actions such as Shooting, Melee, or Will checks. Armor rolls do not count.

An unmodified roll of 1 on a D10 is always a success. It also results in a free, additional Action to that model.

An unmodified roll of 10 is always a fail that results in a Pin.

A roll with a critical mix of 1s and 10s cancels the bonus/penalty, and actions are resolved normally.

SUMMARY

- Weapon Accessories are now separate from standard equipment. Stalkers can install up to three on appropriate weapons. Scientists can only have one.
- New protective gear is available, ranging from Haz-Mat suits to enclosed powered suits to shields.
- Trained K9 companions are now available, as is a Mutation Menu for creating custom mutants for those particularly vicious looking models you have on your shelf.
- For Player Characters, Wounds now impact a model's available actions as well as their stat line.
- New rules for Terror can take away actions from a character, while those for Stamina can add them.
- A severely injured Player Character is considered Out-of-Action. Permadeath takes effort. Or really bad luck.
- Zone Hostiles are untethered from any specific location and will chase you anywhere trying to kill you.
- It's tough to move in Difficult Terrain.
- Crit Rolls apply to character actions. Not Armor saves.



6. expeditions

KONTRABAND is meant to be run as a series of linked missions that tell the story of a small, dedicated team venturing deep into the Exclusion Zone over a period of days or even weeks.

This section will cover recommended expedition lengths, offer a simple system of character **Advances**, and a suggestion for adding a bit of depth and dramatic tension with character **Obsessions**. The last portion has a sample five-part campaign titled **Zona Vorony** (*Zone Ravens/Zone Thieves*).

6.1 DURATION AND GOALS

Broadly speaking, the goal of any expedition is to collect Artifacts. Those incredibly rare and exotic items are a sure path to wealth, reputation, and sheer, mind-bending adventure.

The quantity and duration of any “acquisition ventures” is up to individual players, but for a 4-person crew on a standard 3' x 3' table with the default POI and Anomalies, the recommended goal is seven artifacts over a three-mission expedition, or twelve over a five-part one.

The shorter run will give players a taste of the Deep Zone's dangers while familiarizing them with the rules. The longer one will generate more opportunities for a tense narrative and challenging games.

Whether your team is funded by an enigmatic scientific institute, a wealthy private collector, or they're risking everything for personal profit, players are encouraged to create their own scenarios and reasons why the characters would be crazy,

desperate, or determined enough to steal treasure from the dark heart of the Zone.

KONTRABAND is meant to be a flexible, miniatures-agnostic game that can scale with a player's preferences and personal collections. To keep the game challenging, it's suggested that any increase in crew members (in increments of 2) should have a corresponding increase in the square foot size of the mission area, as well as the overall number of Artifacts that need to be acquired.

For example, a 6-person crew would operate in 4' x 4' mission areas, each with 16 POI and 5 Anomalies, have a higher MDR of Basic Supplies, and need to collect 15 or 16 Artifacts over five missions.

6.2 ADVANCES

KONTRABAND Player Characters start as Veterans with the default weapon and gear load-out appropriate to their status. They're already top-tier explorers and fighters who are now working with a team of equally competent allies.

Walking the tightrope between a fun and immersive game that rewards and challenges players, and a boring slog with grossly overpowered murderous looters, **KONTRABAND** character **Advances** are expressed in three ways: *Déjà vu all over again*, *Steely-eyed Resolve*, and *School of Really Hard Knocks*.

1. Déjà vu all over again represents the benefit of hard-won experience, the classic 'been there, done that, got the t-shirt' attitude that grants a kind of sixth sense in tense situations. In game terms, this dynamic is translated as a specific number of re-rolls a character is allowed each mission.

Each Player Character starts an expedition with one re-roll. They then receive an additional re-roll for every mission they survive thereafter. These re-rolls are for character actions only - ranged or melee attacks and Will/Skill checks - and players must abide by the results of the second roll.

2. *Steely-eyed Resolve* represents the hardened nerves and unflinching determination that only comes from looking into the abyss and winking. Facing the Zone day after day, Nietzsche comes off as a tad angsty, right?

In game terms, a growing steadfastness in the face of mystery and danger is represented as a bump in the character's Will stat. For every three missions a character survives, they may bump their Will stat by one point, up to a total of nine. (10 is always an automatic failure)

3. *School of Really Hard Knocks.* The Exclusion Zone is a great teacher - if you live through the lesson. Deprivation, necessity, and the sheer drive to survive have forced the Player Character to acquire a new ability or area of expertise.

In game-terms, this means that after their fourth mission, a Player Character may select a third Skill to add to their profile. This Skill must be from one of the appropriate lists and no Skill can be taken twice. Three is the maximum number of Skills allowed to a single Player Character.

The reward for making it through another day.

These Advances are automatic and their benefits are conferred to all player characters who survive the requisite number of missions.

This means a Veteran Stalker on their third mission would have 3 Re-rolls per game. After their fourth mission, they would add a new, character appropriate Skill on top of their pool of re-rolls and the +1 to their Will stat.

Some players might protest at the simplicity and they are more than welcome to layer additional detail or power-ups into their games. This system is designed to reward participation but keep the game from becoming a tedious, bookkeeping grind or a boring tale of mega-buffed demi-gods strolling through the Exclusion Zone kicking mutants like puppies and plucking artifacts as if they were withered dandelions.

Again, the aim is to smooth out the game play, concentrate on narrative, and balance fun with challenge.

CARRY OVER ON MULTIPLE EXPEDITIONS

Your hand-picked, custom crew has blazed a trail into the heart of the Zone and returned, battered but proud, with treasure in hand. It's time for another excursion down the lonely road to Zone Legends.

By all means, carry over Character progression and advances from one expedition to the next. However, it's recommended that after the second set of games players explore larger mission areas with more POI and Anomalies. That way, the challenge scales with the characters' growing abilities.

If you find the games too easy, it's probably time to try a different character class and create a new crew.

6.3 OBSESSIONS

Obsessions, quirks, agendas... a flaw or ulterior motive that gives a Player Character more personality and introduces a dramatic twist to the expedition's narrative. In game terms, these are urges or self-appointed tasks a Player Character is obligated to perform every mission, or over the course of an expedition.

Creating and assigning an Obsession to members of the team is **optional**. To be clear, an obsessed character **will not** sabotage the group effort. They may have a tendency to split off from the party, to prioritize their personal agenda, and go after their thing at the most inconvenient time. They will certainly take risks but won't be deliberately stupid.

Two ways to obsess

The easiest, most understandable Obsessions are those that are *consistent with the Player Character's Class*.

For example, a Bounty Hunter Stalker has sworn to kill two BAM Alpha mutants during the campaign. So long as they are not in combat, whenever a BAM appears, he or she will immediately stop what they're doing and move to engage.

Or a Researcher Scientist wants to gather one of every type of Artifact and investigates every Anomaly in the mission area, regardless of where the rest of the team is going.

The second, more interesting - and dangerous - kind of Obsession is the one that *runs cross grain to the Player Character's Class*: the Stalker Guide that's convinced they need to extract their very own Bracelet Artifact, or the Field Agent who fancies himself an Ordinance Disposal expert and tries to

defuse every Booby Trap in the campaign. Whatever it is, a Character Obsession should lead to frustrating, funny, and tense situations, not a Total Party Kill.

See the list below and tailor to fit or feel free to create your own.

The Seeds of Obsession

Mutant Hunter	Revenge? A Bounty? Zone Game Hunter? The Character has vowed to kill at least one BAM or x number of Mutants during the expedition.
Looking for a Friend	Character is searching for a fellow Zone explorer who went missing weeks earlier. They need to personally investigate (Search) every human corpse in a mission area.
Artifact Collector	They need to extract one of each, or one particular Artifact. Player's choice.
Zone Justice	A close comrade was murdered by Bandits several months ago. Immediately engages any and all Bandits.
Tinkerer	Has to open every Busted Container, defuse every Booby Trap and try to fix any scenario-related vehicle or machinery - Every. Single. Time.
Travel Writer	Character is writing 'The Zone on Five Rubles a Day!' - a travel guide for extreme tourists. They have to personally Inspect/Search three POIs every mission.



6.4 SAMPLE EXPEDITION: "ZONA VORONY" (ZONE RAVENS)

ZONA VERONY is a five-act starter campaign to ease players into making **KONTRABAND** teams and running deep Zone expeditions.

The missions are meant for 28mm scale miniatures in a standard 3 x 3 game area. In addition to suitable scenery and terrain, you'll need the four miniatures to represent your crew, roughly half a dozen Zone Vermin types, a few medium-size mutants, six to eight Bandits, and two larger BAM Alpha mutants in case you run into real trouble.

The goal for this campaign is 12 Artifacts. Good luck and good hunting.

I can drink to that

Ran into Danilov last night at the *Bad Habits*. It had been a while. So long in fact I thought he might have quit the Zone. Requested a transfer and moved back to the city with his wife and daughter.

But there he was, same corner booth as always, hunched over a bottle. Business as usual.

Except it wasn't.

He was acting strange. Not sad or sick, mind you. More cagey and secret agent. This little smile kept creeping across his lips. Every time I'd ask him where he'd been or what he'd been up to, he just grin and pour us each another shot.

Well, he was in a good mood and being generous, so who was I to stop him?

Wasn't until the second bottle I pried it out of him: he's got a client, an exclusive one. A collector, he says, with deep pockets.

"How deep?" I asked.

"Very."

“And what does your collector collect?”

“Artifacts. Any kind. Top price, so long as they’re real.”

I was skeptical, of course. Danilov is ok for an egghead, one of the few who leaves the labs and gets his hands dirty. But a gravy train like that was a fantasy. I threw back another shot and told him so.

But he was serious as a heart attack. Insisted it was true. A little indignation and a lot more vodka, he’s babbling on about the payday he’d just got for a couple of low-tier items: a hyper-magnetized beer can and a glowing pine cone. Shiny junk, really. He flashed a wad of cash to prove it.

Next thing I know he’s whispering about a satellite photo he snagged off the Institute servers showing an Anomaly-rich area outside some farm north of the Zone center. He slopped more vodka into his glass. Tricky extractions, but think of the artifacts.

“My client will buy whatever we bring back, no questions asked. If half the Anomalies yield items, we could retire,” he tells me. “I just need someone to get me there.” A pause. “Fifty-fifty split. What do you say?”

Anything too good to be true usually is, but I couldn’t ignore the kind of money he was talking about. So I told him I’d do it – as long as Pike and Sasha came along.

Danilov’s ears turned red. Too expensive, he said. He had his own crew in mind. But I told him it was a package deal: you want the best Zone Guide, I bring my own protection. Otherwise, you take your chances and probably end up in a shallow grave.

He fumed for a minute but eventually Danilov shrugged. “Guess we’ll have to grab all the artifacts then, eh?”

I raised my glass. “I can drink to that.”



ZONA VORONY/ZONE RAVENS CHARACTERS

It is recommended you run this mini-campaign with these player character types but outfit them according to your personal preference and miniature collection.

1. **Danilov:** SCIENTIST FIELD AGENT
2. **Pike:** STALKER SMUGGLER
3. **Sasha:** STALKER BOUNTY HUNTER
4. **Yuri:** STALKER GUIDE

ZONE RAVENS - MISSION ONE

"CAN YOU HEAR ME NOW?"

Danilov says even though we're being all secret squirrel, we should have reliable comms in case we run into trouble. There's an old fortified checkpoint with a radio tower on Highway 3. We'll go there first, make sure it'll work as a relay before going any further.

I don't like the thought of someone listening in on us. But getting stuck with no way to call for help is worse.

MISSION TYPE: SECURE

MISSION AREA SET UP

Standard 3 x 3 area: 9 POI, 3 Anomalies.

Light woodlands and rocky outcrops. Place a hut or small bunker three-quarters of the way across the table from the Team's Entry Corner. Add some sort of Antenna or Communications Tower. Area needs to be secured and Antenna/Tower needs to be repaired.

SPECIAL CONDITIONS

Antenna/Tower Repair is a Two Action Task at Difficulty One.

ZONE RAVENS - MISSION 2

"I THINK THAT'S SUPPOSED TO BE A TREE"

Sasha used to hunt with an old timer named Burian. She claims he had a map of trails all through the Zone - paths no one knew about but him. She said he drew it by hand on a piece of tanned hide from the first chimera he ever killed. Thing is, old Burian became worm food six months ago and was buried with his effects somewhere by the village of Inza.

It's out of our way, but if the map is real, it could save us a lot of time and trouble. Possibly our lives. Which is why we're headed there at first light.

Looks like we're grave robbers now.

MISSION TYPE: RECOVERY

MISSION AREA SET UP

Standard 3 x 3 area: 9 POI, 3 Anomalies.

Village surrounded by overgrown farmlands. A cluster of ruined buildings, some low walls, scrub bushes, a few trees. A rusted hulk of a vehicle or two would set the scene.

Team needs to locate Burian's grave, recover the map and exit the area.

SPECIAL CONDITIONS

Place three markers at least 6" from each other around the deserted village buildings in appropriate 'grave site' locations. (corner of a back yard, under a tree, by a large rock) Mark one at random as Burian's grave.

Investigating each site is a Two Action Task, Difficulty Zero.

Once the site is identified and the map recovered, players can exit the area via their entry corner.

ZONE RAVENS – MISSION THREE

"YOU'RE HOLDING IT UPSIDE DOWN - I THINK."

Sasha forgot to tell us old Burian updated his map on a regular basis. Between time, weather, and emissions, the paths to the deep Zone may have shifted. So glad I spent all that time digging up moldering gear and decomposed bodies...

We made it as far as the Zhutkiy Forest before things got too sketchy. We're going to spend the rest of the day making sure the map is still accurate.

MISSION TYPE: RECON

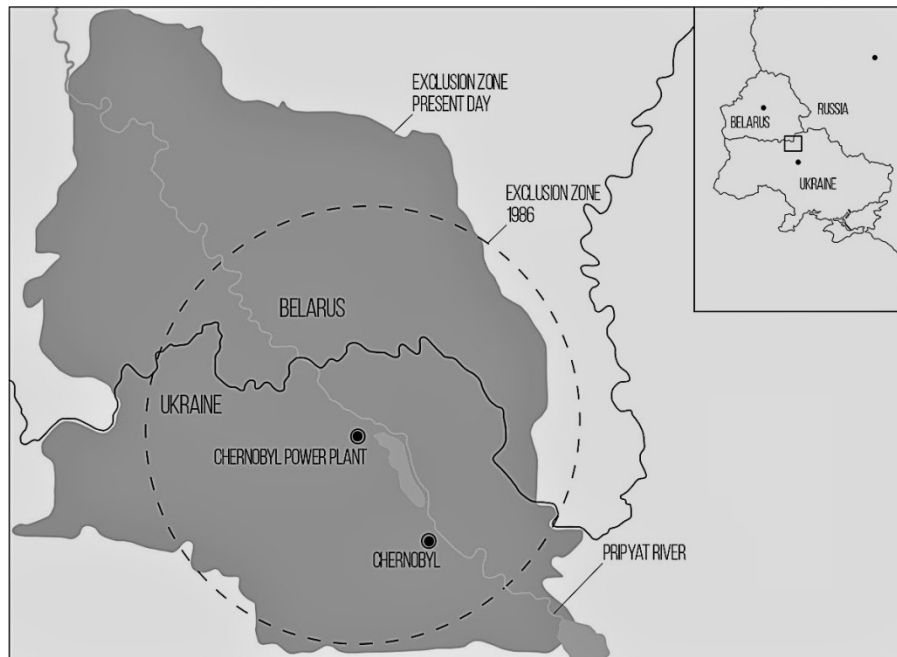
MISSION AREA SET UP

Standard 3 x 3 area: 9 POI, 3 Anomalies.

Woodland crisscrossed with several trails running edge to edge. Use stands of trees and vegetation to create multiple clearings for POI and Anomalies. Anything off trail or out of the clearings is considered Difficult Terrain.

SPECIAL CONDITIONS

Once all four corner POI have been investigated or cleared, players may exit via any corner they like.



ZONE RAVENS – MISSION FOUR

“LIKE MONEY LYING ON THE GROUND.”

We made it.

I can see the farm from the satellite photo; a cluster of drab, saggy buildings propped against a rinsed blue sky. They're three, maybe four kilometers away. It'd be an easy stroll except the air above the fields between here and there quivers and crackles with energy. This place is seething with Anomalies.

There's a hump of earth out in the middle of it all too. A hillock or enormous dirt mound riddled with holes.

I tried Pike's binoculars but the distortion made it impossible to focus. I saw movement though – lots of things slithering or scuttling in and out of those holes. Made my skin crawl.

I pointed it out to Danilov, but he was busy shrugging himself into a faded Haz-Mat suit.

“All I see is money for the taking,” he said.

MISSION TYPE: ACQUISITION

MISSION AREA SET UP

Standard 3 x 3 area. Reduce the number of POI by 2.
Increase the number of Anomalies by 1.

SPECIAL CONDITIONS

Adjust the number of POI and Anomalies per the Set Up description.

Also, for this mission only, Danilov has access to a worn Haz Mat Suit. (If he hasn't been equipped with one already.)

Battered and patched, he liberated it from the Institute reclamation bin for just this occasion. It is a free, one-time, single-mission item for his character only.

If Danilov was initially equipped with a Haz Mat Suit, then he may choose either an Extractor or a Detector for free. Again, these are one-time, single-mission items for the Danilov character.

ZONE RAVENS – MISSION 5

"IF IT WASN'T FOR BAD LUCK, WE'D HAVE NO LUCK AT ALL."

It's hard to run with our packs loaded down.

Not a bad problem to have, mind you but it started drizzling an hour ago and the sky is looking like a scene from a horror movie: all low and dark, rumbling like the end of the world.

Speaking of the end, I started seeing unusual sign about a kilometer back – tracks in the mud, clawed tree trunks. And really nasty scat.

Territory marks, lots of them.

Whatever it is, it's big too. Really big. And not like any animal I've ever encountered in the Zone before.

We need to get out before it realizes we're here.

MISSION TYPE: TRANSIT

MISSION AREA SET UP

Standard 3 x 3 area: 9 POI, 3 Anomalies.

Ruined town, woods, fields... whatever theme the players want. However, there should be at least three medium size areas of Difficult Terrain (roughly 4" x 4") and plenty of low debris and obstructions.

SPECIAL CONDITIONS

Per Transit Mission description, players enter via any corner they want but must exit the mission area through the opposite corner.

With loaded packs, all Player Character Movement rates are reduced by 1".

Per Mission description, add 2 to all Zone Event Rolls. The first result of 10+ automatically brings two BAM Alpha mutants to the area.

Once they have been dispatched, there are no further Zone Event rolls. Players may leave if they wish or continue to engage with POI and Anomalies.

THE END.



7. last words

PARTING SHOTS AND RICOCHETS

A few thoughts in closing.

First, I want to thank everyone who plays ***Zona Alfa: Salvage and Survival in the Exclusion Zone***. That I was able to contribute anything to the table top war game community at large is astonishing in itself. To see it published in January 2020 on the eve of a global pandemic and then have such a great community of gamers come together online is doubly remarkable. I'm humbled every time I check into the Stalker7 blog or the FB Group to see the creativity and enthusiasm for the game and the setting. You have my heartfelt gratitude, comrades.

My sincere hope is that **KONTRABAND: MORE SALVAGE AND SURVIVAL** will add to the experience and give players an opportunity to approach the Zone from a different angle: that of exploration and cooperation. This is a chance to work together against common threats, and come out with a profit on top.

Second - and I know I've said this elsewhere a couple times before - it's my opinion games function best when they're built as a system, not a straitjacket; a scaffold for players to build stories on, to forge their own adventures and create their own Zone legends.

KONTRABAND was designed to be a supplement for ***Zona Alfa***. It works and works well. But if you and your group want more detail and danger, go ahead and add it. Less? Shave and tweak all you want. Your Zone - your call.

I've been in and around this hobby for nearly 45 years now and never cease to be amazed at the ingenuity and inspiration on display. I'm fortunate to be small part.

Once again I need to thank the members of the Cape Cod Wargame Commission who have graciously endured far too many late nights and play test games, then still provide invaluable feedback. I also want to mention several online/overseas comrades: Mark Hannam, Søren '**Bloodbeard**' Emil Bay, Alex Speight, and Bill Pryce-Thomas. Good friends are a rare treasure.

Special Thanks to Scott C. Butler and Matt Jorgenson, typo-hunters extraordinaire.

Thank you all. Good Hunting,

Patrick Todoroff
Cape Cod, MA
6/2021



8. resources

Blank Stat Sheets, Salvage Table, Artifacts, Weather, Zone Events... Feel free to copy for personal use.

The Point of Interest cards can be copied and cut as needed. Recommendation is one of each Hazard/Hostile page printed on cardstock. Then load them and print the Kontraband/AK on the reverse.

PDFs of the POI cards can also be found at Stalker7.com/Kontraband and in the Stalker7 Facebook Group files.

Also by Patrick Todoroff

EXPLOIT ZERO – CYBERPUNK ESPIONAGE AND MAYHEM

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New Gear, New Enemies, New Territory for your Exploit Zero missions

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KONTRABAND - MORE SALVAGE AND SURVIVAL

CHARACTER NAME

CHARACTER CLASS:

ACTIONS PER ACTIVATION: WOUNDS:

STAMINA:

MODEL STATS

MOVEMENT	COMBAT ABILITY	ARMOR TYPE/RATING	WILL

SKILLS

DRAWBACK

WEAPON STATS

WEAPON	RANGE	FIREPOWER	DAMAGE

WEAPON ACCESSORIES

EQUIPMENT

SLOT 1:

SLOT 2:

SLOT 3:

NOTES

BACKPACK

BATTLE DAMAGE

KONTRABAND - MORE SALVAGE AND SURVIVAL

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MODEL STATS

MOVEMENT	COMBAT ABILITY	ARMOR TYPE/RATING	WILL

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WEAPON STATS

WEAPON	RANGE	FIREPOWER	DAMAGE

WEAPON ACCESSORIES

EQUIPMENT

SLOT 1:

SLOT 2:

SLOT 3:

NOTES

BACKPACK

BATTLE DAMAGE

SALVAGE ITEMS BY CATEGORY

Common	Military	Scientific
Rations Edible and vaguely nutritious stuff in old cans and pouches.	Ammunition Lots of shiny brass. Small; arms Resupply for pistols, shotguns, assault rifles.	Tool Kit Permanent Item. Adds +2 to All Mechanical Skill Checks and -1 to Action cost.
Clean Water Well, not murky anyway.	Heavy Weapon Reload or Grenades. Five rounds for Flame Thrower, RPG, or UBGL or a crate with 5 military hand grenades.	Detector Confers + 2 bonus to character's Will check when searching an Anomaly.
Med-Kit Heals 1 Wound/restores Action and Stat Penalty to injured person.	Hot Load (pistols- > rifles) Extra <i>Bang</i> in those rounds. +1 Damage for single weapon. Enough for one gun for one mission.	Extractor Confers +1 Bonus to Will stat when extracting samples from A Zone Hazard or Artifact from an Anomaly.
Rad-Kit Allows user to either ignore the effects of POI Radiation for one mission, or restores all lost Stamina as a result of POI Radiation.	Chest Rig Note on Character stat sheet. Adds +1 Grenade and +1 Equipment Slot. Does not use an Equipment Slot	Adrenaline Single-use item. Restores all lost Stamina +1 to Character for the remainder of the mission.
e-Juice Methamphetamine and Vodka with a twist of lime. <u>Free Action to imbibe</u> . Immediately grants two additional Actions. Side Effect: Only one Action is allowed the following turn.	Load Bearing Vest Note on Character stat sheet. Adds +2 Grenade and +2 Equipment Slot. Does not use an Equipment Slot. STALKER ONLY	Gas Mask When equipped, Character may ignore the effects of Smoke and Gas fumes. May act and move normal. No Will Check required.
Disposable Multi-Tool Grants a one time, +1 bonus Will Stat to any Mechanical Skill Check	NODS Negates Dark and Low Light LOS and Ranged Attack penalties.	Lithium Battery For Scientific equipment. Sure, they're rechargeable. But do you see an outlet anywhere around here?
Binoculars +12" to Inspect range when surveying POI Locations and Anomalies.	Kevlar Plate Note on Character sheet. Fills One Equipment Slot. Adds +1 Armor to any type of Body Armor. Cap: one per Character	Armor Repair Kit Restores Damaged Armor to original rating. Cannot increase beyond armor type's original rating or replace damaged Kevlar Plate.

ARTIFACT TABLE

D6 DIE ROLL	ARTIFACT BENEFIT	ARTIFACT DRAWBACK
1	Bubble: Ignore all radiation effects	-2 to Will stat for Stun/Rally rolls
2	Sponge: Ignore all vapors/smoke	-2 to Stamina dice pool
3	Disc: Ignore Pins from Stun and Terror	-2 to Will stat for Skill Checks
4	Heart: Adds 1 to Stamina Dice Pool. Never exhausted	-2" to Move Rate
5	Spring: Add 2" to Move Rate	Add two Pins to every Wound
6	Bracelet: Ignore next Wound	Inert and worthless after use.

ZONE WEATHER

D6 ROLL	ZONE WEATHER
1	Clear Sky – bright sun, fluffy clouds, birds howling in the trees, snorks leaping in the meadows. Typical day in the Zone.
2	Darkness – A shadow from Chernobyl casts darkness so total, it can be felt. All LOS reduced to 6" (flashlight distance) unless character is equipped with NODS.
3	Clear Sky – bright sun, fluffy clouds, birds howling in the trees, snorks leaping in the meadows. Typical day in the Zone.
4	Fog – thick, dense fog from the Pripyat Marshes rolls in. All LOS reduced to 12" Objects in Cover cannot be targeted by Ranged Attacks.
5	Clear Sky – bright sun, fluffy clouds, birds howling in the trees, snorks leaping in the meadows. Typical day in the Zone.
6	Lightning Strikes – sudden electrical storm of unnatural intensity. At the start of every turn before any activations, roll three times for DRIFT off the center of the mission area. Use full distance shown rather than 1/2. Any model within 1" of the resulting impact spot takes a Dam3 hit from lightning. Regardless of Armor roll, any equipped Scientific Equipment on struck Character is Fried, and must be Repaired for 1 Skill Check/1 Action, and get a new Battery.

ZONE EVENT TABLE

D6 ROLL	ZONE EVENT
1	Emission: Wave of unnatural energy washes over area. Every model not in cover when it hits takes a Damage 4 attack and starts their next activation with 1 Pinned token regardless of result. (Cover can be in a ruined building, a bunker, a vehicle, even in trench or stand of trees if that's all that's available. Just not in the open.)
2	Vermine Stampede: Three Vermin Swarms run through the mission area. Intent on escaping an undetermined threat, they run from one corner to the opposite one. (enter at corner farthest from players) Vermin will move as a broad front in a straight line (as much as possible) without stopping. They will use all their actions to move and only stop to attack if a player character comes within 3" of any one swarm. (Then they all attack that intruder.) The stampede will resume after the interruption if any of the vermin remain.
3	Emission: Wave of unnatural energy washes over area. Every model not in cover when it hits takes a Damage 4 attack and starts their next activation with 1 Pinned token regardless of result. (Cover can be in a ruined building, a bunker, a vehicle, even in trench or stand of trees if that's all that's available. Just not in the open.)
4	Cordon Security Patrol: Four-person team enters the middle of the table edge closest to the players. They will leave characters alone if they turn over all recovered Artifacts. Otherwise, the troopers have three Actions and one Wound each, Armor 6, CA 6, Will 7. Security teams are typically armed with three AK 74s and one Support Weapon (RPG or RPK. Player's choice)
5	BAM Alpha Predator: Alpha Predator enters middle of game edge closest to players. Stat to taste but standard is three Actions, three Wounds, Armor 8, CA 7, FP 2, Dam 3, Will of 9, Terror rating of 2. (Yep, real trouble.) Add a Mutation if you dare.
6	Anomaly Shift: All Anomalies in the mission area move in random directions. Roll 'Drift' for each anomaly. Place token/scenic in new locations and accommodate for existing terrain. (place it where it fits/makes sense) Anomalies automatically trigger once placed. Roll on the Anomaly effect table for each one then resolve any area of effect events on applicable models. A previously searched Anomaly that shifts will generate new artifacts.

ANOMALY EFFECTS

1. **Force:** All models in base-to-base contact with the Anomaly are pushed backwards 3" in a direct line.

Treat as a pressure wave with a Dam of 0. Armor Fail = Wound and Stunned. (Pin token) Pass = Stunned (Pin token) Some stalkers call this a 'Blaster' anomaly.

2. **Gravity:** All models within 3" are abruptly pulled into base-to-base contact with the anomaly. All pulled models suffer a Damage 2 'attack' against their Armor. This is a one-time 'attack', but all models are 'stuck' to the anomaly until they escape with a successful WILL roll. Also known as a 'Vortex' or 'Whirlpool' anomaly.

3. **Electricity:** All models in base-to-base contact suffer a Damage 2 attack, which then arcs to any and all models within 1" of a shocked model. This electric shock can chain out as long as there are connecting models.

Commonly called an 'Arc Welder' anomaly.

4. **Spatial Displacement:** When triggered this anomaly immediately teleport all models in 3" in random directions. Use Drift Rule off their original positions. If they Drift within 3" of the same Anomaly, teleport again until they are outside 3" radius. Labeled the 'Teleporter' or 'Scotty' anomaly by several nerdy scientists.

KONTRABAND – ZONE HAZARD WITCHES BREW A pool of green, glowing, bubbling slime. Highly Caustic. Pass Skill Check or lose 1 point of Armor for every Failure while in BtB contact. Once Armor is gone, Failure = Wound.	KONTRABAND – ZONE HOSTILE SPITTERS AND SPORES Alien-looking plants that shoot thorns or release a cloud of toxic spores. All models within 3" of the POI scenic suffer a Damage 0 attack. Attacks continue until POI is disengaged/all BtB contact is broken.
KONTRABAND – ZONE HAZARD COBWEBS A tangle of sticky, silvery threads. Prolonged contact brings paralysis. Pass a Skill Check or receive one PIN counter for every failure while in BtB contact. Three Pin Max. Four plus = One wound for every subsequent Failure.	KONTRABAND – ZONE HOSTILE VERMIN Rats, leeches, dogs, flies... a bunch of whatever you hate pops out of nowhere. Use DRIFT rule to spawn. After React roll, swarm will attack the nearest model in LOS. Swarm concentrates on one target at a time and has 3 Actions, Move 8", CA 4, Arm 4, Dam 1, and two wounds.
KONTRABAND – ZONE HAZARD SWAMP GAS Puke yellow vapors emanate from the ground with an odor of rotting vegetation and mustard. Pass Skill Check or suffer Hallucinations. Failure = the character attacks nearest model, friendly or not, at a -3 penalty to their CA.	KONTRABAND – ZONE HOSTILE MUTANT It used to be human. Maybe. Thank St. Strelok there's only one. Use DRIFT rule to spawn. Mutant will attack the nearest model in LOS. Mutant has 3 Actions, Move 6", CA 6, Arm 5, FP 2 Dam 2, Terror of 1, and One Wound.
KONTRABAND – ZONE HAZARD RADIATION Your Geiger counter is screaming. A pocket of intense radiation. Roll Skill Check. Roll Stamina for every Failure and remove Stamina failures for remainder of game.	KONTRABAND – ZONE HOSTILE BANDIT AMBUSH Scum and villainy for the Zone Place Bandits behind any available cover within LOS and 16" of the POI location. Quantity = Team +1 Bandits have no cohesion, 3 Actions, Move 6", CA 5, Armor 4, one wound each, and are typically armed with AK-47s.
KONTRABAND – FORTUNE SMILES EQUIPMENT CACHE Someone stashed a lot of valuable gear here for a rainy day. What if they come looking for it later? Well, that's not your problem, is it? Pick Two Items from each of the Military, General, and Scientific Equipment Lists.	KONTRABAND – BAD LUCK TROUBLE COMES IN THREES Roll a D10: 1-4 = 3 Vermin Swarm. 5-7 = 3 Mutants 8-10 = Reinforced Bandit Ambush (Team +3) Spawn/Place separately. Stat as mentioned. Roll twice on the Kontraband Salvage Table when done. (if you're still alive)

KONTRABAND – MAD MADE DAMAGED CONTAINER Tumbler lock rusted shut, filled with gunk, or just broken off. The container must be Repaired before it can be opened. (Skill Check Difficulty 2) Generally a one action task but higher value contents = higher difficulty and more actions.	KONTRABAND – MAD MADE BOOBY TRAP Cut the red wire? No, the green. No Red! Large Blast Template centered on POI. Unless trap is defused, all models suffer a Damage 1 attack. Skill Check Difficulty 2/One Action Task. Higher valuable contents = higher difficulty and action cost.
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KONTRABAND

MORE SALVAGE AND SURVIVAL



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THIS PAGE FOR NOTES AND RANDOM MUSINGS

SO IS THIS ONE